



Engineering Notebook

Goals

Auto:

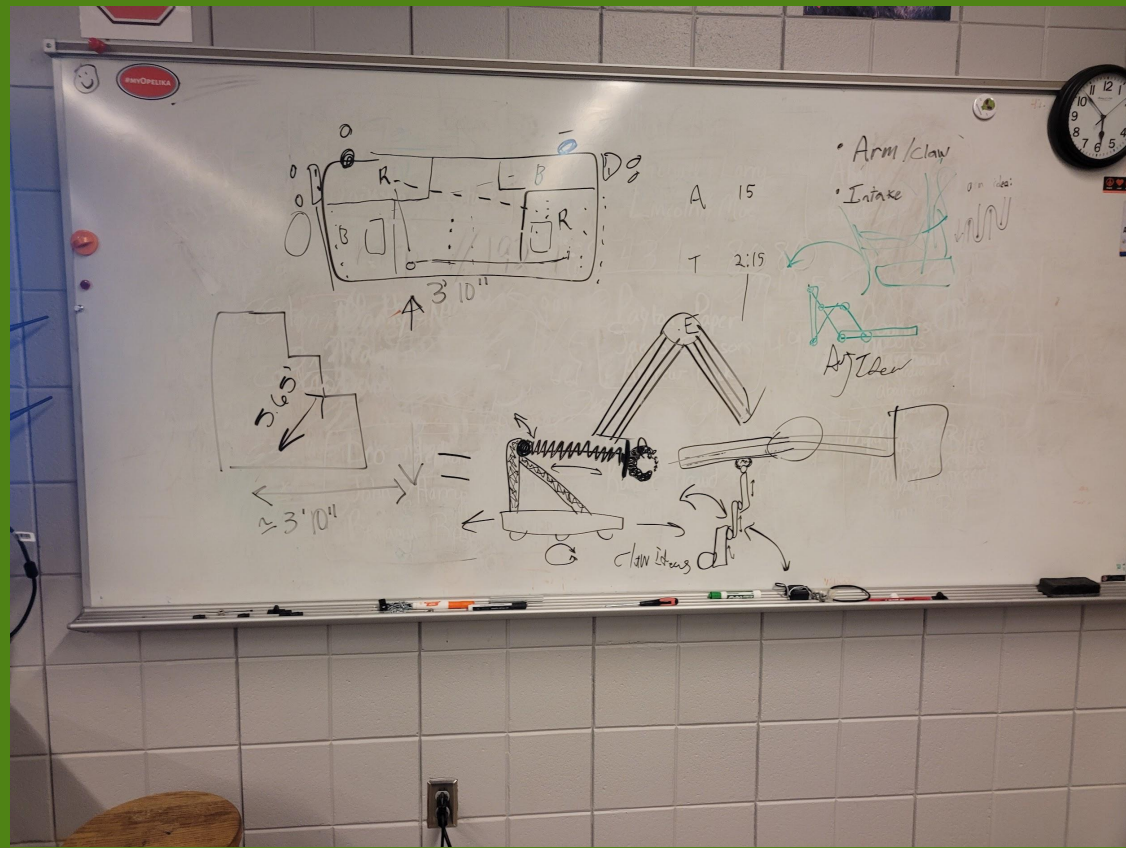
- drive straight on ramp
- start preloaded piece; score that; drive backwards onto charging station
- drive forward onto charging station - 8 points
- drive out of community & get the 3 points
- score 2 game pieces in autonomous & try to engage with station
- score 1 game piece & engage with station
- ***score as many game pieces as possible; interact with station if needed***

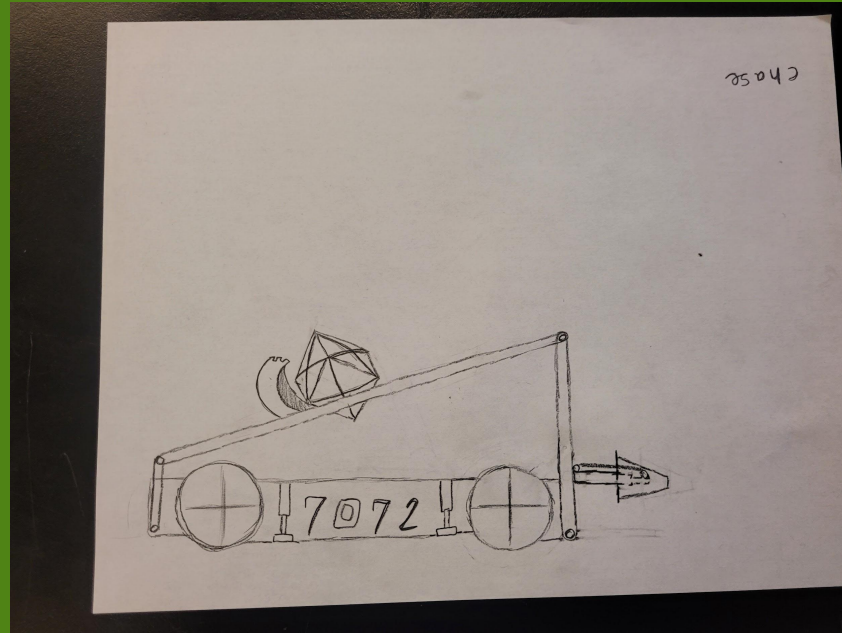
Tele-op:

- offense scoring cones: go for cones (more cone spaces)
- defense block loading bay
- shuttle back and forth to get cones (easier to grab) ad score points and make links
- primarily max out bottom and then focus on middle; then be a shuttle at best
- ***score and shuttle as many as possible***
- shuttle and be a support robot

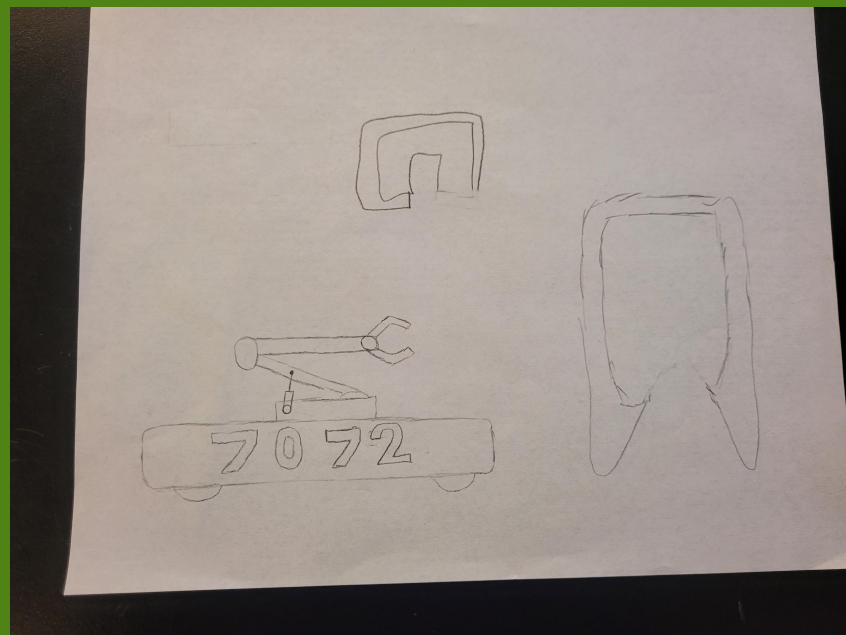
End Game:

- balance on charging station
- balance (using the IMU)
- dock on charging station
- ***finish out links to get ranking points then engage with station if needed***



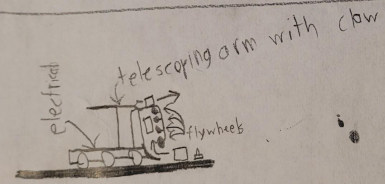
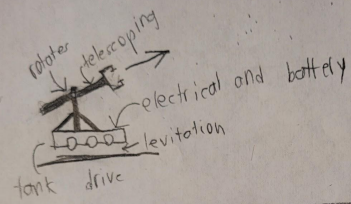


Chase



Design 1	Will Carroll	1-10-23
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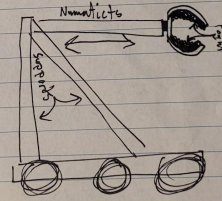
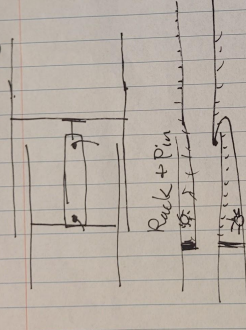
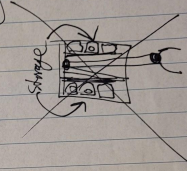
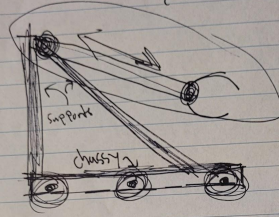
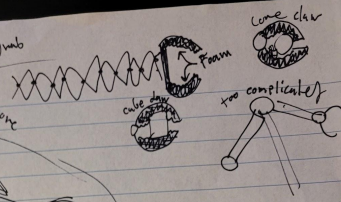
Side

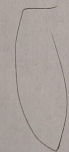
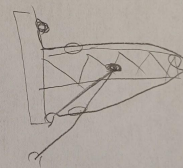
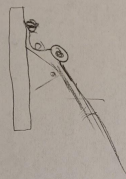


Design 2	Will Carroll	1-10-23
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claw needs to rotate + grab

and arm should extend more



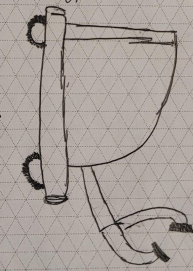


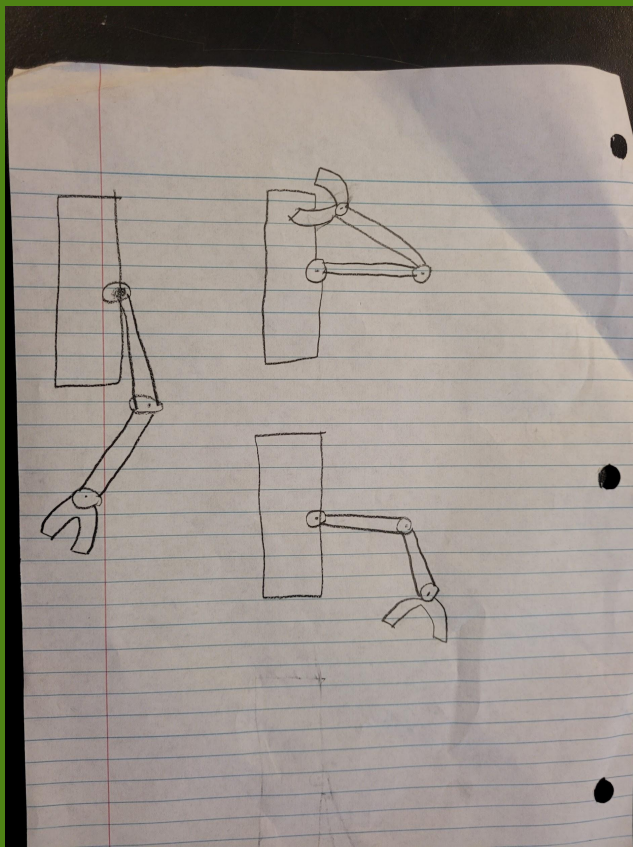
Cayson

NAME		TITLE		DATE		PERIOD
2		4		1		

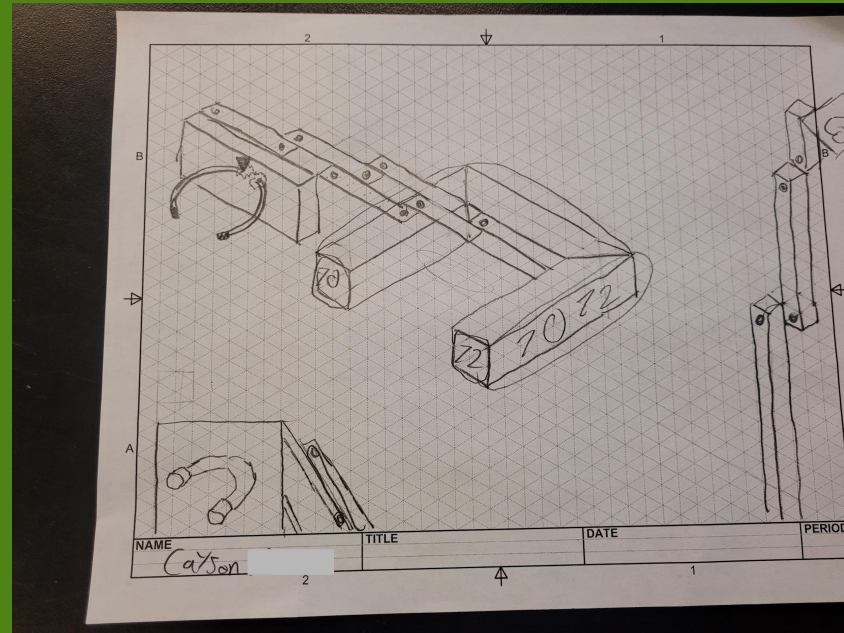
180° PPM for Easter access

Omni - wheels

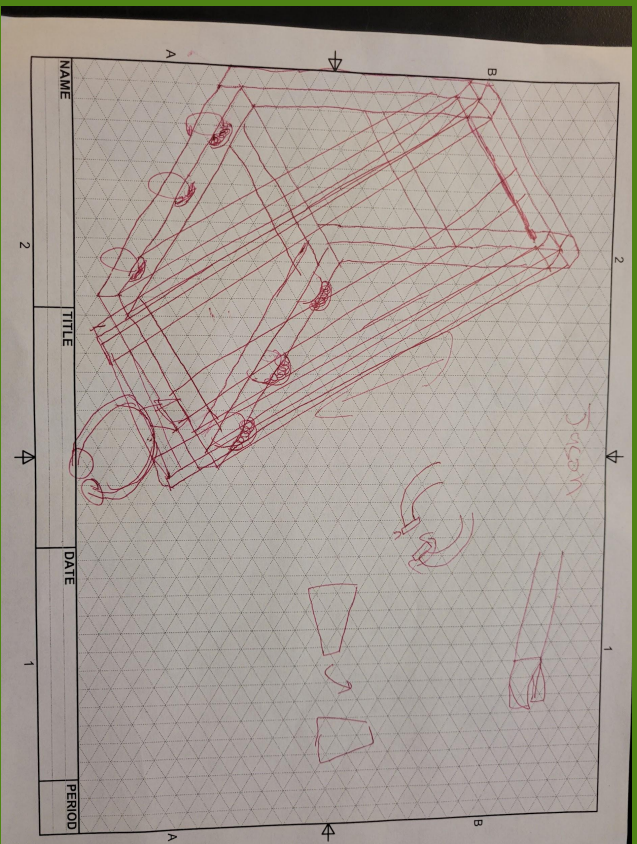




chris

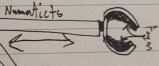
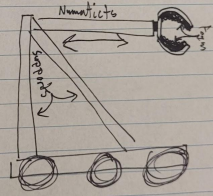
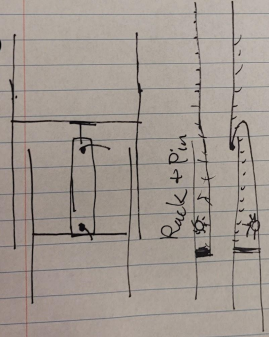
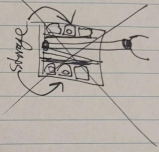
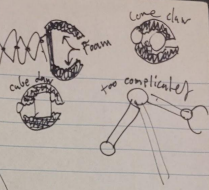
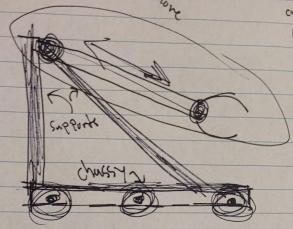


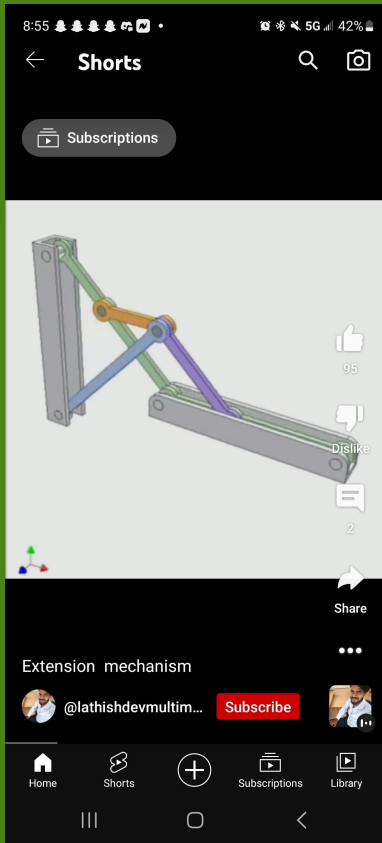
cayson



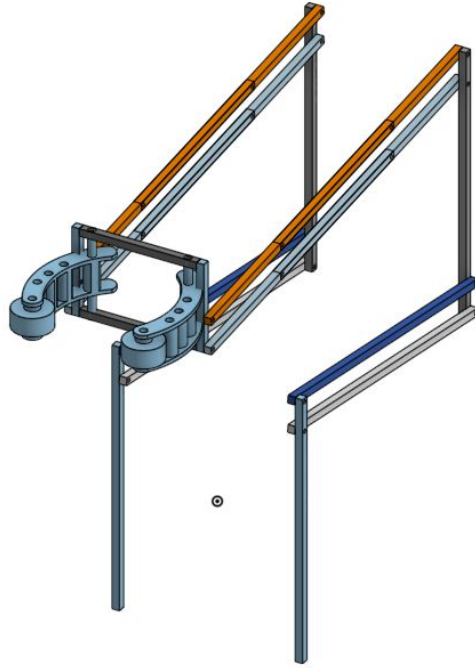
Claw needs to rotate + grab

and arm should extend + move

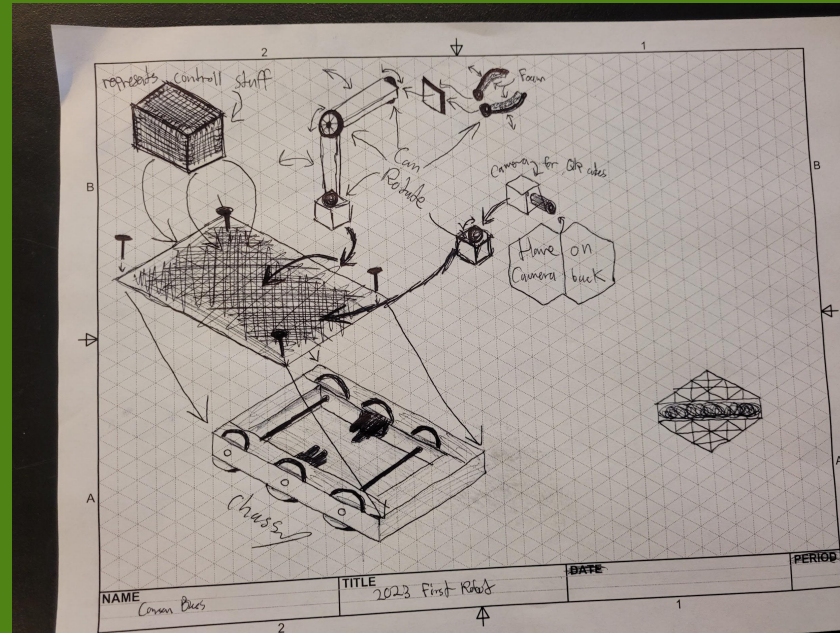




presented by A.J.



A.J.



Carson