

TEAM 930

OFFICIAL NEWSLETTER OF TEAM 930



Week 1

This Week's Features!

- *Power Up!*
- *Prototyping*

Power Up!

By Audrey Mayer

Welcome to the First Robotics Competition of 2018, Power Up! This year we have two ways to defeat the boss with the most points.

The first way is to collect Power Cubes, or covered milk crates, and place them on the Scale or the Switch to gain control. This will give the alliance a point with an added point per second that control is obtained.

The second way is to keep the Power Cubes and use them in the Vault. The Vault is where the Cubes are stored and exchanged for power-ups; Force, Boost, and Levitate. The Force power-up gives the alliance ownership of the Switch, Scale, or both for a limited period of time. The Boost power-up doubles the rate points are earned for a limited period of time. Lastly, the Levitate give a robot a free climb.

Prototyping

By Audrey Mayer

Week one was spent creating our prototypes that we were shared on Friday. We decided on our final decision based off of our working prototypes. Team 1 with the wheel intake, Team 2 with the elevator, and Team 3 with the ramp.



Team 1's idea was a wheel intake. Wheels would push the power cube from any angle so that we could grab it. This was favored over a claw that could only grab a Power Cube at a particular angle. Team member Allison spoke about how she feels about her prototype, "I think that it's a great idea because it will give us a lot of versatility on the field. And with the elevator that we chose, it has a wide range of motion and will score many points". Another student, Kenneth, said it was, "a reliable design and past games have proven it will work".

Team 2's idea was an elevator to move either the claw or the wheel intake up and down. The idea of this was to use a system of wires to move it successfully up and down. One team member, Andrew, spoke about their prototype, "I think that it will be faster, efficient, and reliable to get the cube up. The cascading lift will work better than the continuous lift. It will be efficient with the cubes to go high".

Team 3's idea was to create a ramp that our alliance partners will drive up. The ramp will use pistons to push off the ground twelve inches to give us the qualifying points. Another team member, Kenny, states that, "I think it was a better decision than the lift. I think it's more of a risk, but the reward will pay off".

*We are the
BEARs and we
Build Extremely
Awesome Robots!*