Team Polaris 2017-2018 Robotics README – Andy Cox V

This directory contains the configuration file, OnBotJava Source Code, and OnBotJava Documentation (open the index.html file) for the 2017 FTC robotics and TAPPS robotics competition. Pictures of the final model of the robot for team Polaris are also provided. Team Polaris's robot was programmed in OnBotJava (its highly recommended that you do so as well).

Team Polaris' robot had the ability to:
- Remove the correct jewel regardless of the jewel's placement in autonomous
- A color sensor mounted on an arm was used to provide movement of the color sensor
  - The robot could also remove the correct jewel in autonomous
- Move into the safe zone
  - sometimes failed due to placement of the robot on the platform in autonomous
- Omni-directional movement with the X-Drive
- Stack columns and rows full of glyphs (6x6x6 inch foam cubes)
- A claw was used to grab at most two glyphs
- A rack and pinion was used for vertical movement

The game itself shaped the construction and programming of the robot, therefore a summary of the game for the FTC 2017-2018 season is provided in the first-kj-relic-recovery-onepage.pdf file.

The phones used were Motorola cell phones SKU: XT1609 and ran Android 7.1.1.

More detail on the type of hardware used can be found in the PolarisConfig.pdf file.

Use a plain text editor to view the OnBotJava source code used for the robot.