

REEFSCAPE

Competition basic showcase: <https://youtu.be/YWbxclY9JY>

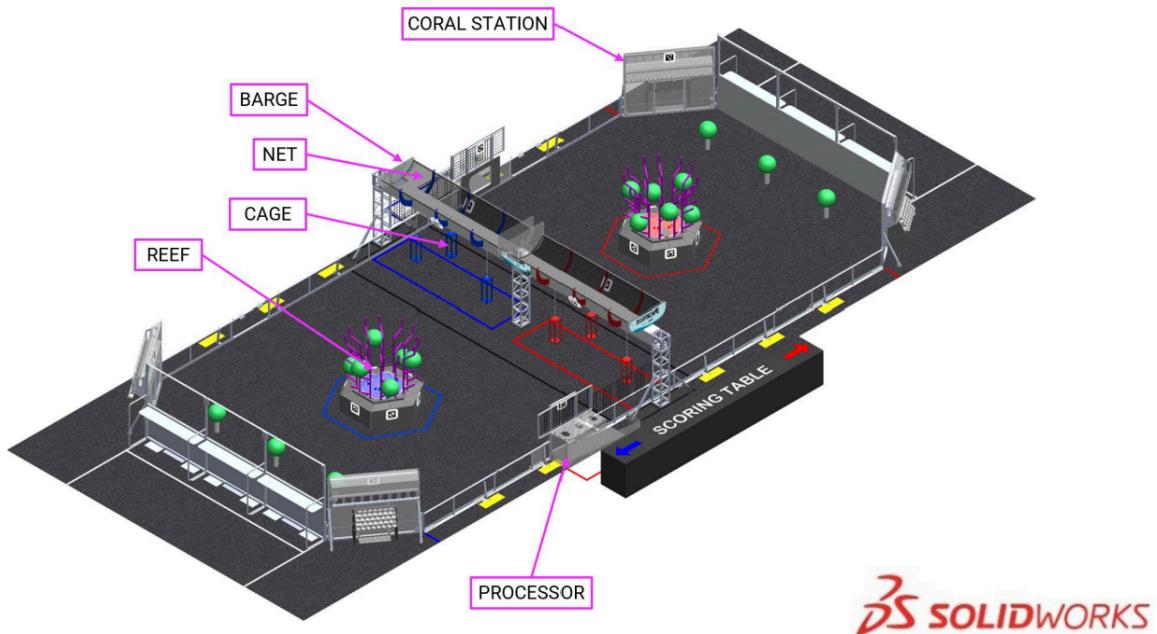
Coral Station showcase: https://youtu.be/Vq2450jd_6s

Reef showcase: <https://youtu.be/U-Hhq4fZT4U>

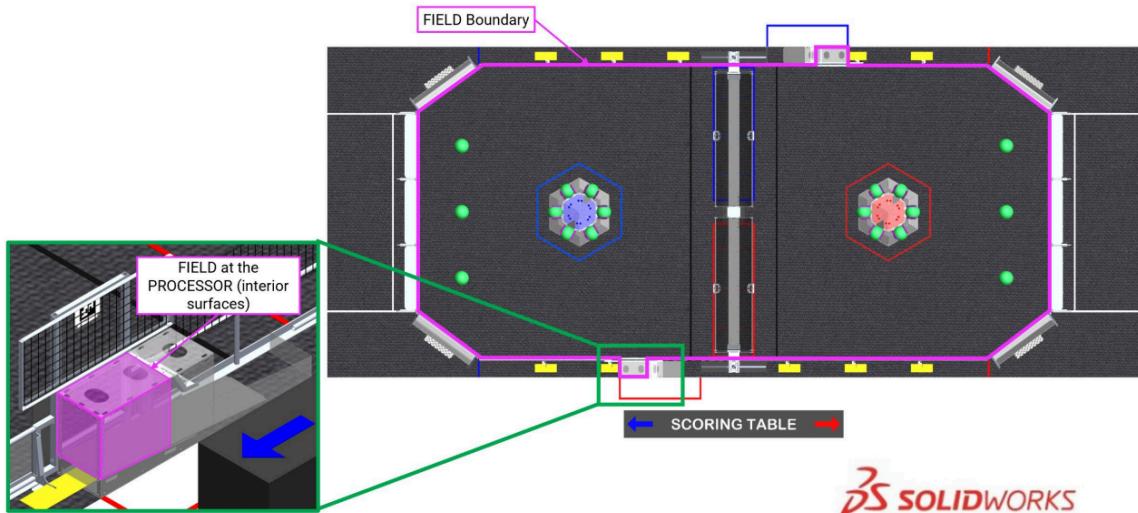
The FIELD is populated with and surrounded by the following elements:

- 1 REEF per ALLIANCE,
 - 1 PROCESSOR per ALLIANCE,
 - 2 CORAL STATIONS per ALLIANCE, and
 - 1 BARGE which consists of 3 CAGES and 1 NET for each ALLIANCE.
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- Points are gained in a variety of ways.
 - 3 schools("alliance") per team for 2 teams.
 - Whoever makes the most points wins.
 - There are many point bonus' but the main way our robot will be scoring points is by putting coral on the bottom area of the reef (L1)
 - We use FRC Pathplanner to path the robot in the autonomous part of the competition.
 - We also will need to hang onto the cage at the end to be able to not touch the ground.

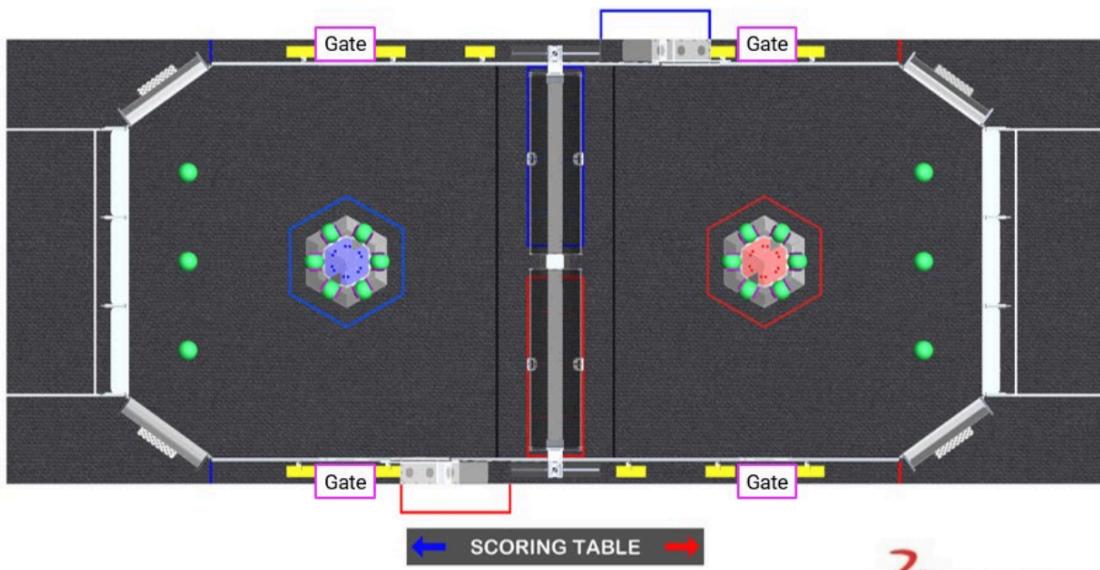
Map of the ARENA:



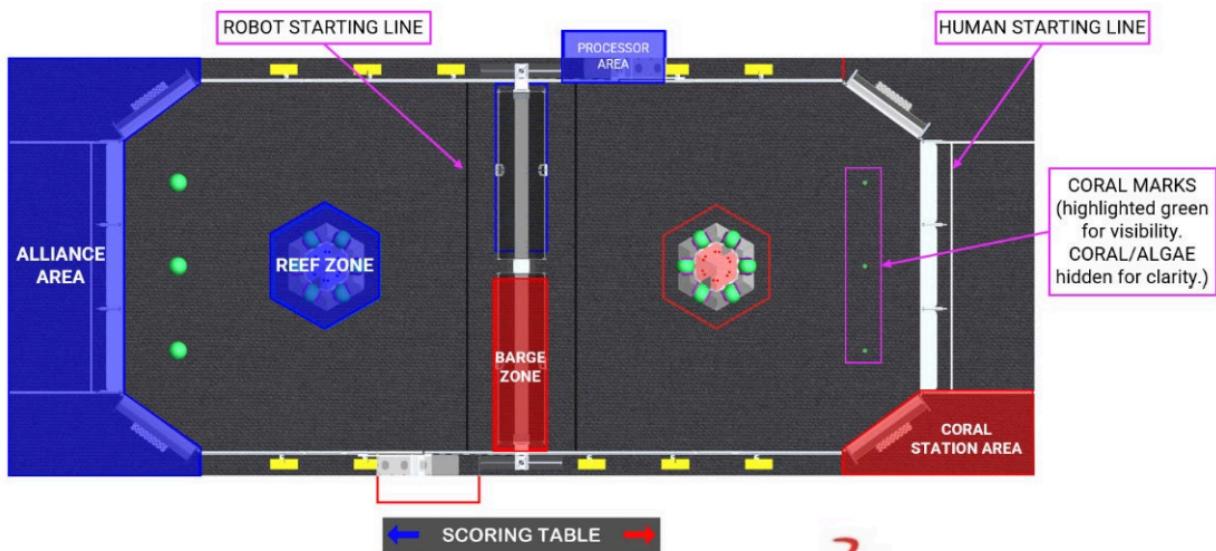
BOUNDARIES:



GATE LOCATIONS:

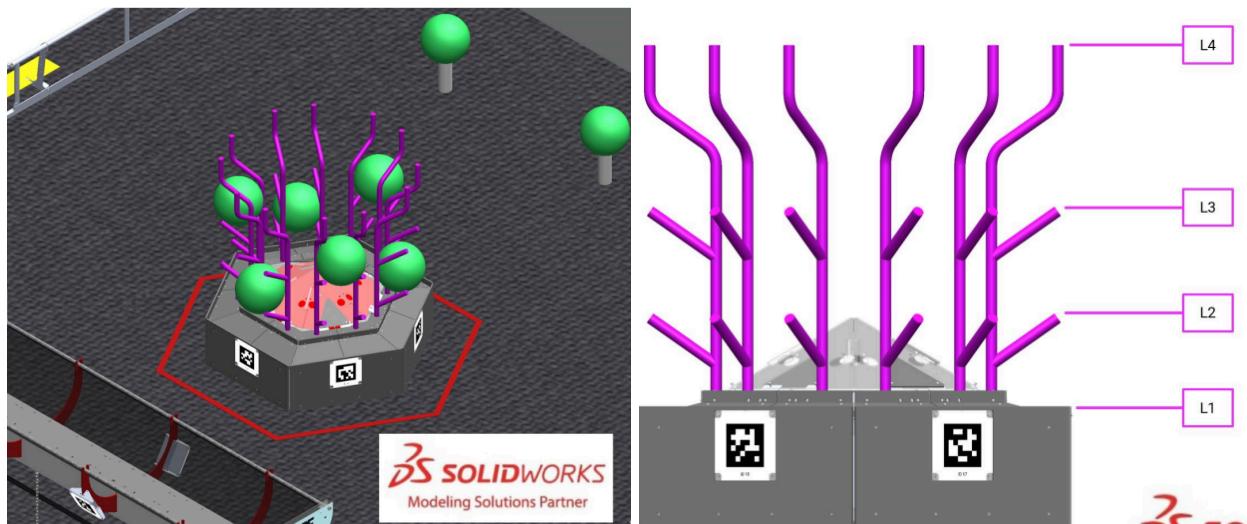


AREAS, MARKINGS, and ZONES:



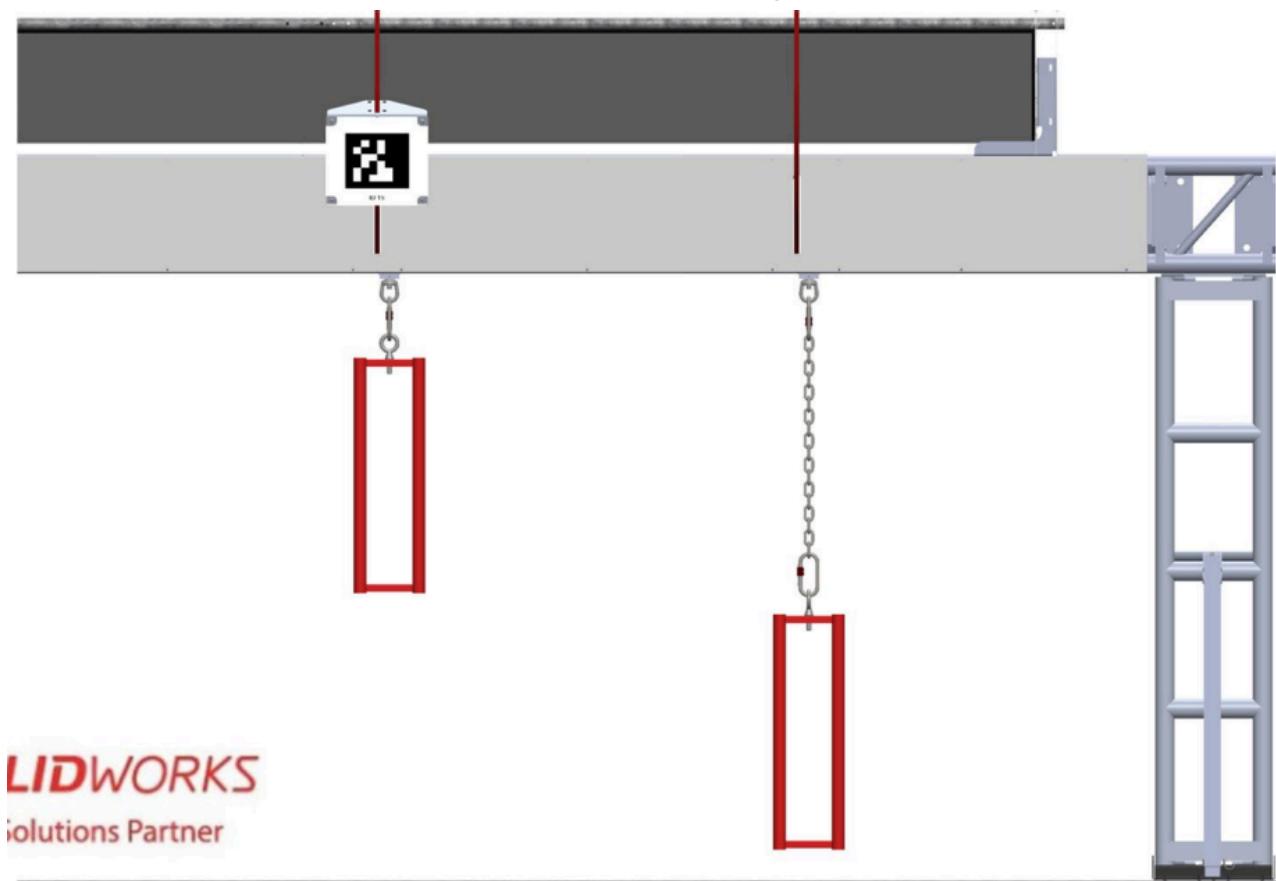
REEF:

We are focusing on L1



CAGES:

We choose if we want a “shallow” or “deep” cage before the competition.



LIDWORKS
solutions Partner

THE BARGE:

- (this is where the algae/balls on the reef go to)
- Most other teams are focusing on this part and we are not at all.
- We are kind of praying that whatever schools that are in our alliance are able to deal with this.

