

Birchmount Robotics

41977B

Engineering Notebook

High   Stakes 24-25



Contents

1 About us	2
2 Allen	4
2.1 Design	4
2.1.1 Drivetrain	4
2.1.2 Intake mechanism	4
2.1.3 Launcher mechanism	4
2.2 Programming	4
2.2.1 Controller bindings	4
2.2.2 JiggleIt incident	4
2.2.3 PROS	4
3 Allen 2.0	4
3.1 Design	4
3.1.1 Offensive playstyle	4
3.2 Programming	4
4 Allen 2.1	4
4.1 Design	4
4.1.1 Switch from iron to aluminium	4
4.1.2 Pneumatic stake grabber	4
4.1.3 Intake mechanism	4
4.2 Programming	4
4.2.1 Version control	4
4.2.2 Switch to Python	4
4.2.3 Control curve	4
4.2.4 Functional programming style	4
5 Allen 2.2	4
5.1 Design	4
5.2 Programming	4
6 Mathematical techniques	4

1 About us



Figure 1: This is a test image





2 Allen

2.1 Design

2.1.1 Drivetrain

2.1.2 Intake mechanism

2.1.3 Launcher mechanism

2.2 Programming

2.2.1 Controller bindings

2.2.2 JiggleIt incident

2.2.3 PROS

3 Allen 2.0

3.1 Design

3.1.1 Offensive playstyle

3.2 Programming

4 Allen 2.1

4.1 Design

4.1.1 Switch from iron to aluminium

4.1.2 Pneumatic stake grabber

4.1.3 Intake mechanism

4.2 Programming

4.2.1 Version control

4.2.2 Switch to Python

4.2.3 Control curve

Aseer Tayeem

4.2.4 Functional programming style

5 Allen 2.2