

Engineering Notebook

Blueberry
Wolf

#11029 E

College composition book

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12-30-

12-12-2

11-21-20

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2-25

First Meeting

- Held online at 3:45 PM (EST. Time)
- We established roles and the specific team members that we would have (see next event)
- Adrian explained some ideas and designs he was thinking of
- We had all already learned about what the challenge would be this year and some strategies for completing it.
- Adrian built a prototype - (see page)
- We quickly realized that due to 2020's special circumstances we must work extra hard to succeed.
- However, since Adrian has many parts and even a field at home, the main challenge would be communication and working together

Team Members:

Roles:

The Team

Team : Members : Adrian Palamorev, George Zhao, Timothy Jin(me)

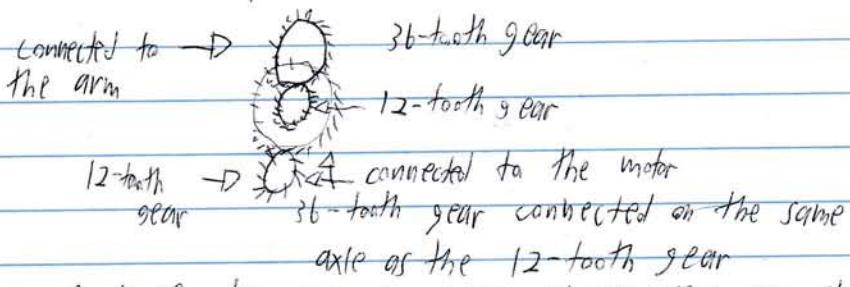
Roles: Adrian - Driver, builder, and programmer

George - Helps out with everything

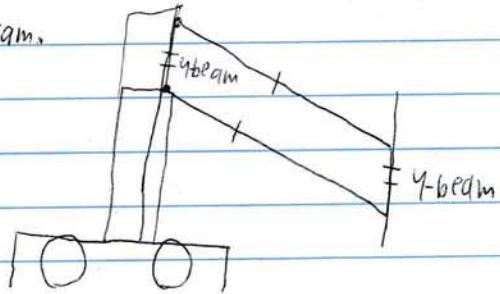
Timothy - In charge of writing the notebook

First Major Robot

- For this game, a robot must be very fast.
- There are a lot of risers, and moving around the field is needed.
- Because of this, the gear ratio for the drive train should be 2.5 (a 60-tooth gear to a 24-tooth gear for speed)
- I have found out that having only one of the driving wheels connected to the motor that powers a side of the drive base faster. Unfortunately, this leads to the challenge of the robot tipping, and then not really being able to move. The robot tips forwards, and the driving wheels ~~_____~~ (ones connected to the motors) are on the back. To fix this issue, the wheels directly connected to the motors for driving should be on the front.
- Since the risers are not light, the robot's arm should have a lot of torque. Otherwise, two motors are needed for the arm, which will probably be the case in future robots.
- The arm ratio is 1:9 for torque, two 1:3 ratios linked together.

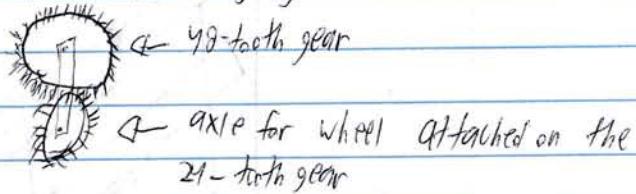


- To keep the front of the arm completely straight, the arm should be a parallelogram.



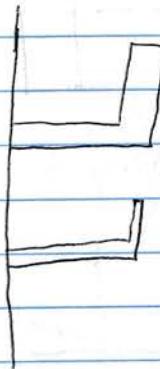
First Major Robot, Continued

- To help the mobility of the robot, there is an H-drive with a ratio 2:1 for speed (a 48-tooth gear to a 24-tooth gear)



- To have an H-drive, all of the wheels need to be of the sliding type.

- The arm for picking up the risers is a basic - two ~~hook~~ ^{hook} arm

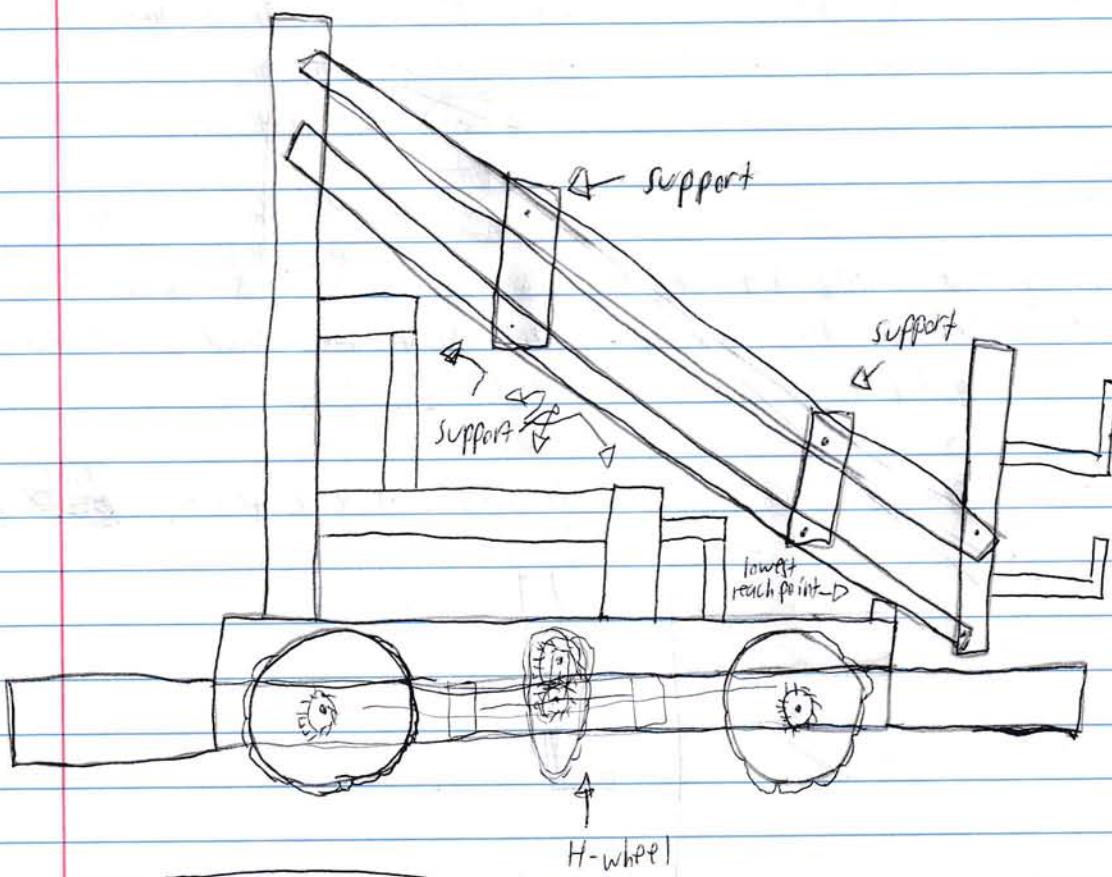


- The two hooks ensure a better pick up of the riser, especially when two risers are being lifted.
- This robot can stack all of the risers.
- For there to be less friction, anywhere where there is a contact between a beam and an axle there is at least one washer.
- The rubber collars create more friction (plastic on plastic is better than rubber on plastic)
- For directing risers better, there are prongs on the front and back:



- It is very easy to only partially ~~be~~ place a riser, but to be scored it needs to be fully ~~be~~ in the goal. The ~~be~~ prongs help with this.

First Major Robot, Final



Left Drive - 2.5 ratio for speed

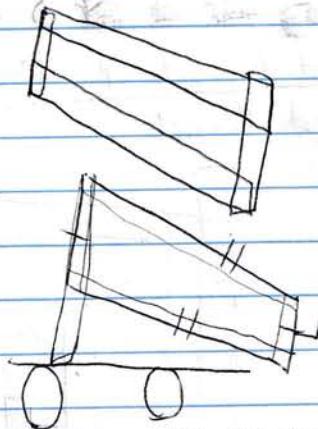
Right Drive - 2.5 ratio for speed

H-Drive - 2:1 ratio for speed

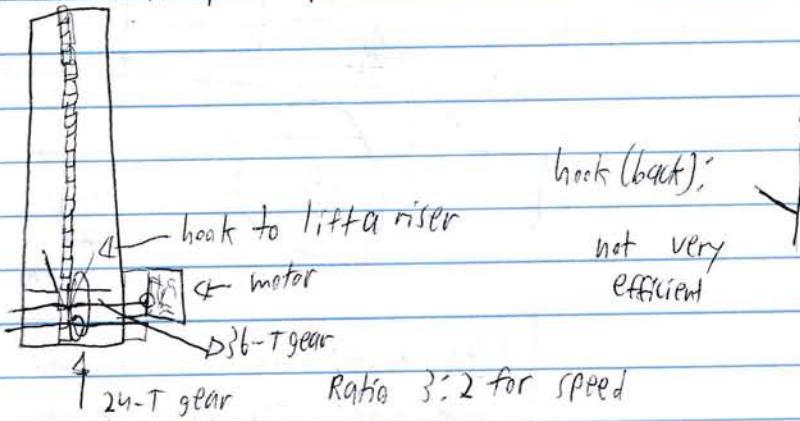
Arm - 1:9 ratio for torque

Second Major Robot

- Gear ratio ~~is~~ 5:2 for driving, as before. It is very beneficial to have a very fast robot. The wheels connected to the driving motors are on the front.
- The arm is shorter than the arm ~~is~~ of the first robot. The gear ratio is 1:2 for torque, with two motors to provide even more power for lifting.
- The ~~is~~ is still a parallelogram



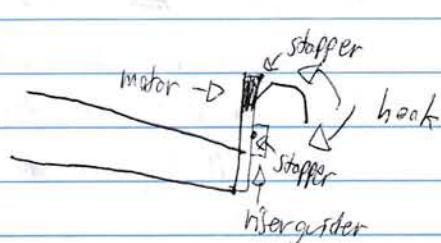
- The H-drive was not very useful in the previous robot, and I decided to remove it. The only use it really has is in programming.
- The robot has a chain-arm to pick up another riser on the back



- The main difference ~~from~~ the previous ^{one} robot is that the hook on the front for getting the risers is different.
- It has a motor connected to it, with a 1:1 ratio.
- The hook does a better job at picking up the risers, but it is not stellar.

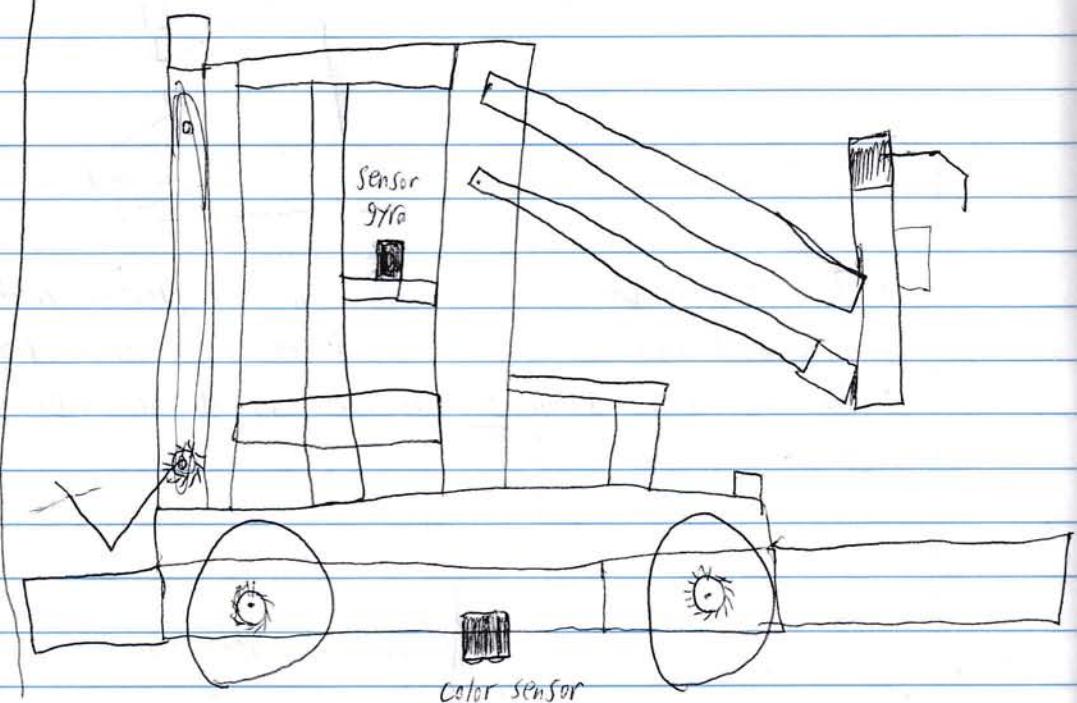
Second Major Robot, Continued

• The hook:



• The robot does not tip like before, since the wheels connected to the motors are in the front

Robot Picture:



Left Drive: 5:2 ratio for speed

Right Drive: 5:2 ratio for speed

Front-Hook: 1:1 ratio

Back Arm: 3:2 ratio for speed

Left-Motor-Front×Arm: 1:8 ratio for torque

Right-Motor-Front×Arm: 1:8 ratio for torque

Third Major Robot

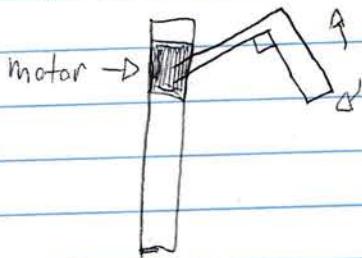
- Driving ratio 5:2 for speed, ~~as~~ the same as for the previous two major robots.
- The driving wheels connected to the driving motors are in the front as last time, so that the robot still drives even when it is slightly tipped.
- I put back the H-Drive to help out the programming. In programming, ~~it is~~ beneficial to have the H-Drive, so that the robot can align itself to the black lines using the two color sensors.

- The arm was slow before, and I had to wait for it to fully go up.

Now, the ratio is 1:4, with two motors, and there is still enough power.

Before, the ratio was 1:8, now it is 1:4, still ~~for~~ torque.

- The front hook of the robot is similar, but not the ~~same~~ as before.



Also, the hook is not centered, to help with picking up ~~the~~ risers, but this did not turn out very beneficial.

- For the next robot, the hook will probably be different, and centered.

- I removed the chain arm that was on the previous main robot, since it was not very useful. It ~~was~~ impractical, and I ~~could~~ barely used it.

Left Drive: 2.5 ratio for speed

Right Drive: 2.5 ratio for speed

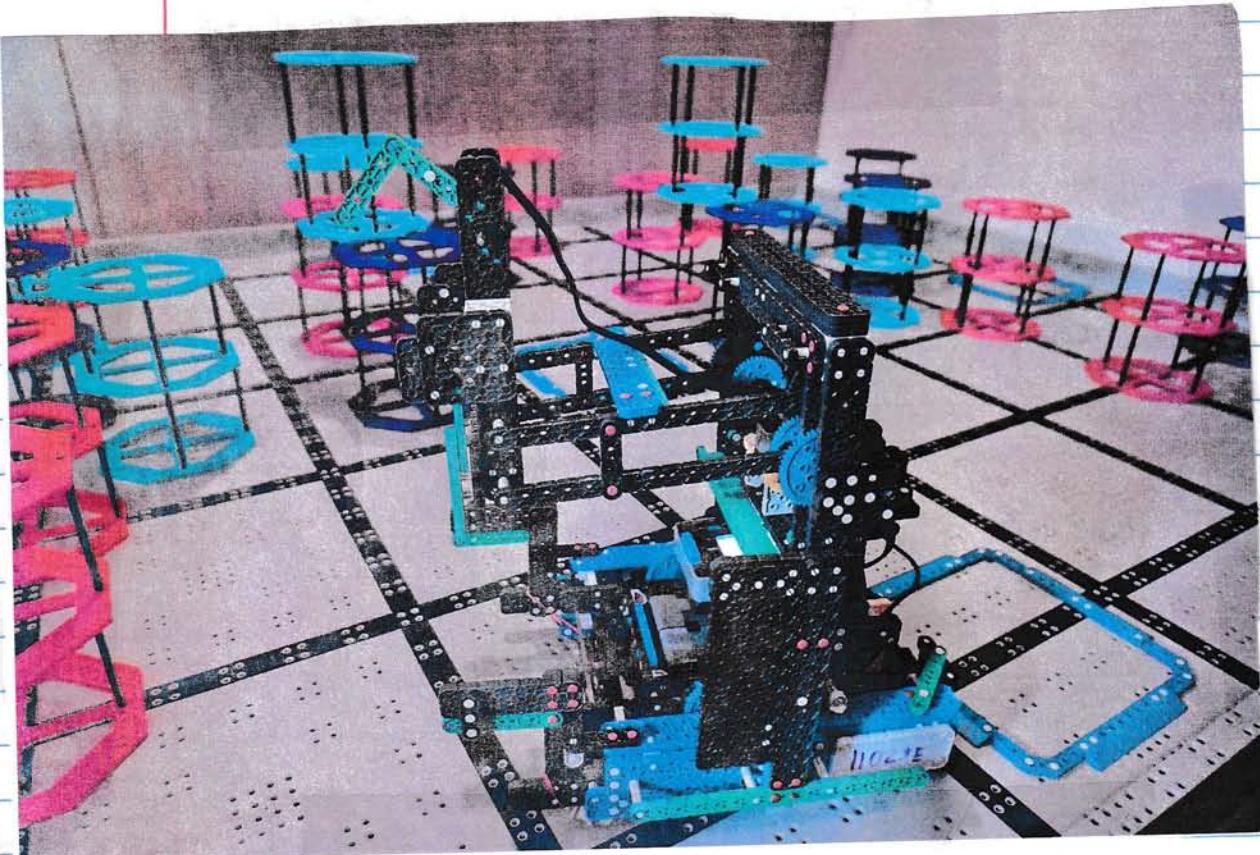
Front Hook: 1:1 ratio

H-Drive: 2:1 ratio for speed, kind of sluggish (needs to be changed for the next robot)

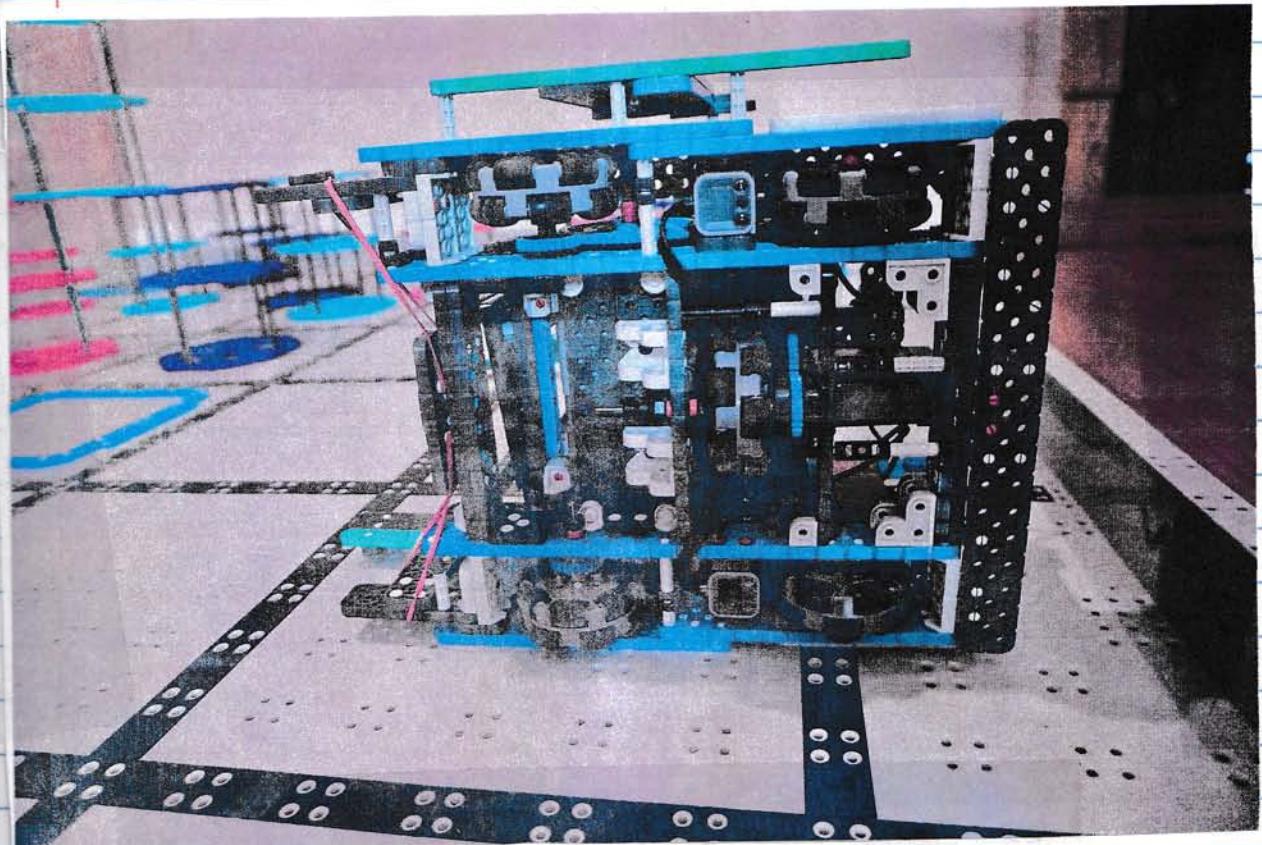
Left Motor- Front Arm: 1:4 ratio for ~~torque~~ and some speed

Right Motor- Front Arm: 1:4 ratio for torque and some speed

Third - Major Robot, Pictures

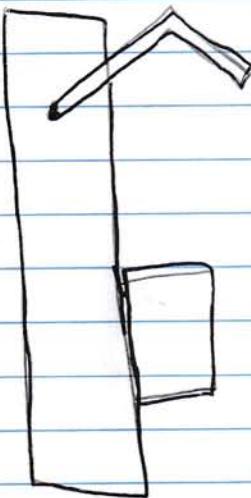


Third Major Robot, Pictures, Continued



Third Major Robot Pictures, Final

(Hooks the risers:



12-30-2020

Trying a 3:1 Gear Ratio

- The driving gear ratio of 2.5 was changed to a chain and sprocket ratio of 3.0. The robot moved slightly faster, but the acceleration was slow, and there was very little torque. I believe acceleration with chain and sprocket gears are slower in general than normal gears.
- There was a higher level of strain on the motors, so the battery was drained faster.
- due to this, the ratio has been changed to original 2.5, 60 tooth to 24 tooth gear ratio
- When the gear ratio was changed, one of the motors was sluggish, so it was replaced.
- It may have to consider reducing the weight, and trying a gear ratio of 2. The acceleration would be faster/greater, and torque would also increase, but I do not know if the overall speed will increase/decrease

2021
1-16-2021

12-12-2020
11-21-2020

SRE Virtual skills only competition F9
Tampa Bay skills only competition
January 2021 Westwood Skills - only competition

Westwood: Driving: 204

1/16/2021 Programming: 6

$$204+6=210, 1^{\text{st}} \text{ place, skills winner}$$

SRE Virtual competition: Driving: 204

12/12/2020 Programming: 8

$$204+8=212, 3^{\text{rd}} \text{ place}$$

Tampa Bay Virtual skills: Driving: 173

11/21/2020 Programming: 9

$$173+9=177, 2^{\text{nd}} \text{ place}$$

177

The score was put in as 180, but it
should have been 177.

1-28-2021

Making the H-Drive work Better

- Since the front of the robot is heavier, and the h-drive wheel is more towards the back, and the gear ratio of 2:1, there was not enough torque
- Removed the gears that made the ratio 2, and now it's 1:1
- There are still difficulties, but the changes improved it.
- The 2:1 gear ratios slowed the h-drive, but now it is faster with 1:1
- Drivny gear ratio changed from 2.5 to a chain and sprocket ratio of 3. This made it faster, but there was little acceleration, and very little torque
- Battery was also drained faster due to higher motor strain
- Due to this, ratio was changed back to 2.5, 60 tooth to 21 tooth gear ratio.
- One of the motors slowed, so it was replaced, improving the speed
- The weight may have to be reduced, and the gear ratio might also be reduced. There would be more acceleration, but not necessarily more torque or higher speeds.

2-6-2021

Robot Programming

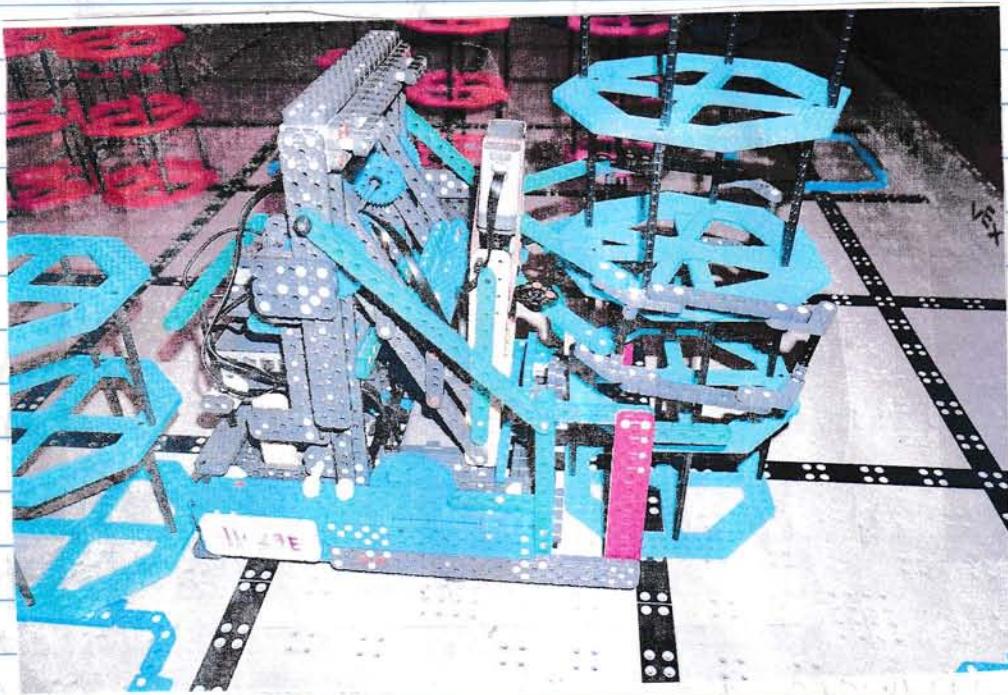
- To make the robot more reliable, there are now gyro sensors for turns and two color sensors for detecting the black lines of the field.
- Making turns without a gyro sensor is very unreliable, especially for fast drive trains.
- A slight difference in the charge of the battery can ruin the program
- Unfortunately, turning with a gyro sensor is not as reliable as it should be. Because of this, the robot programming has failed at every single competition so far
- The color sensors can be used to align to the black lines on the field, which can clear up some of the accumulated errors
- In between ~~some~~ most modules of the program, there is a short delay. Roughly 4 milliseconds to 25 milliseconds. This seems helpful, because the robot needs to pause to drive accurately. The momentum it acquired can throw the robot off course if it does not come to an almost complete stop.

2-13-2021

New Robot Claw

- In previous design, there was a need for high precision when hooking rises. With the new claw, there is not such a great need for exactness. This is very beneficial to programming, so it increases our chances of getting 70+ points.
- The claw latches on outside of the user, so there is a wider range of successful picking-up.
- The gear ratio is 1:3 for torque (12 tooth to 36 tooth). The left and right sides of the claw are connected by two 36-tooth gears since there are two gears adjacent; the direction is flipped. If the left gear spins clockwise, the right will spin counter-clockwise.
- So far, the robot has proven to be more consistent in programming with the new claw.
- The new claw is heavier, so it creates a weight imbalance and tips the robot. To solve this, the brain was moved back, and counter-balanced it.

New Robot Claw Picture



2/20/2021

Tampa Bay Skills Invitational

GOOD - We received the Design and Build Awards.

BAD - Programming has failed another time.

- The robot was sluggish, and Adrian could not score 20+ points on driving.
- We earned 173 on driving, and 4 on programming for 177 points total. (still less than previous 212)

NYA	Driving	Programming
First	108	1
Second	105	1
Third	193	4

- Tom succeed in programming, it needs PID (proportional integral derivative)

BAD - The base of the bot has worn out, and the axles have spun so much that they have slightly damaged the beams that support them.

278-2021

Bot Camp Live Remote Skills Only

- Although the ratio of the robot's gears is 2.5, its maximum speed is more like 0.5, 1.67)
- The problem is probably with friction slowing it down.
- Programming failed again :/
- We were hoping for at ~~least~~ least 205 on driving, but Adrian scored 172 in driving and 2 in programming, for a total of 174 points.
- This is still less than the record: 212, which was been our goal to beat.

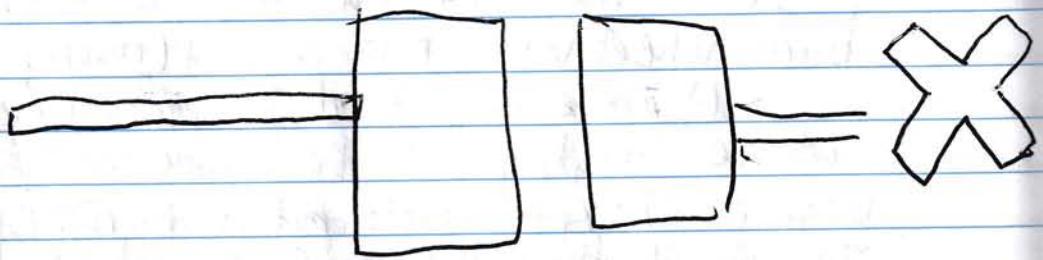
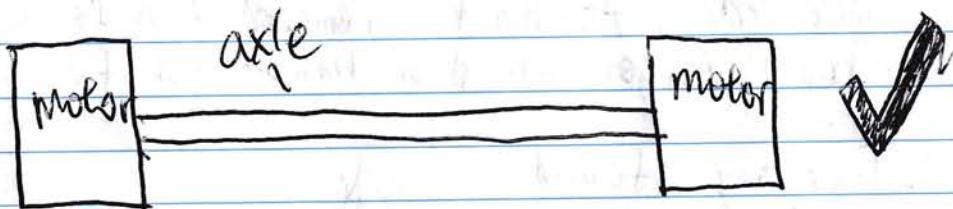
	Driving	Programming
First run	141	0
Second run	108	0
Third run	172	2

31-2021

Fixing The Robot

- Since the robot was so slow at the competition yesterday, Adrian has removed ~~the~~ a few side beams ~~the~~ on the drive base to look for a few issues.
- Two were found:
 1. On the right ~~side~~ of the base, the back wheel was half a unit (roughly $\frac{1}{4}$ of an inch) above the ground. The most likely cause would be it sliding off the beams, and when it was put back, it wasn't put in the right place. This meant that the FT-Drive wheel was probably supporting much more weight than it should have.
 2. The same wheel was also touching an overhead beam, creating friction. The force of friction was most likely slowing the robot down, especially on the right.
- After the wheel was fixed, and some unnecessary beams were removed, the robot moved a lot faster!
- Plus, the B arm was not rising quickly, so it was changed. In general, it's better ~~to~~ to have the two motors lifting the arm with one axle, instead of two small ones. When they are connected to two shorter axles, the faster motor tries to move it faster, while the weaker one can't, wasting available energy. When they are synchronized, they move faster.

Diagram



- After they were connected, and reinforced, the arm goes faster
- With some more practice, and with the new speed, $2\pi/2$ should be achievable.

36-2024

DISCO Dynamic Live VFD Remote T.

- First live remote tournament we participated in.
- It was a Canadian Event, so there were many good teams.
- Scored 9th out of 13th, avg. of 177 points, with the lowest discarded.
- There were three finals matches, meaning that the top 6 teams were in.
- 6th place was 20-25 points away.
- In this tournament, there were two teams who scored 306, a full score.
- In the second ~~qualification~~ qualification match, the port one driving motor and its wire malfunctioned, and so only one side could/was moving. It started spinning in circles.
- After ~~Adrian~~ Adrian reset the robot, he could drive for a little and then it went in a straight line. He replaced the wire, and it fixed it.

Match	Score	Notes
Practiced	42	The other Lincoln middle team did not have the competition code.
Match 1	8n2	Adrian started a bit late and was not warmed up.
Match 2	13	Motor and wire malfunction, scoring 3 points
Match 3	173	Adrian scored 3, other 2
Match 4	211	Both scored 3 stacks
Match 5	242	Adrian scored 11 stacks, and the other team 3

3-14-2021

Change In Strategy

- To possibly get a better score, we are slackening 3 teals, one orange, and two/three purples.
- This checks all the requirements for 210+
- If this is too risky, the old strategy can still be used.
- Since the robot has improved, we can get more points, and the goal is 242 by states.

3-16-2021

Programming

- The program uses functions to result in less total code.

Function → Void DriveStraight(int power, int time)

Body →

```
{  
    SetMotorspeed(leftDrive, power); // input parameters  
    SetMotorspeed(rightDrive, power); // semicolons  
    sleep(time); // to end line  
}
```

- The program is split into Part 1 and Part 2.

- When I start the program from the brain, it automatically executes Part 1.

- To start part Two, which is made to get 3 points, I have to press a bumper sensor.

- The program is made to score 73 points.

void PartOne()

{

→ Body with many functions and commands

3

11

Void PartTwo()

→ No parameters

{

Body →

3

3-17-2021

Alachua County Public Schools 2021 Tournament (Pre-Recorded) (VEX IQ)

- The programming finally worked! 70 points!
- For this competition, we had to record a video with the six skills runs (3 driving, 3 programming), along with a robot inspection and a team introduction.
- We won the Excellence Award and the 1st Place Skills award, with a total of 275 points!
- Currently, this score is 1st in the state of Florida, and 51st in the world.
- We did 2 programming skills runs first, 2 driving skills runs, a programming run, and a driving run.

NA	Driving	Programming
1 st Run	204	38
2 nd Run	108	<u>70</u>
3 rd Run	<u>205</u>	4
Total	275 Points	

- For states, I plan to make minor adjustments to the program:

- Add a module that attempts to stack another teal stack
- Remove the current second part of the program
- There is a strange gyro sensor behavior when a module is started from the

3-17-2021

ACPS 2021 Tournament, Continued

bumper sensor.

- Sometimes, the turns will be completely off.
 - This does not make sense, so I have to stay away from doing this, since when the turns do not work properly the whole module fails.
- Hopefully I can get 242 on Driving at states.
- In practice, I have gotten 211, and have been very close to 242.

3-22-2021

States Preparation

- I have removed a lot of the robot's weight that is useless.
- Driving backwards is faster than driving forwards, somehow.
 - This is most likely because the robot's driving wheels are in the back.
- For worlds, considering that we will most likely qualify, we will need to ~~remake~~ the robot, to drive faster and to be even lighter.
- I have been practicing, but have not yet gotten 242 on driving.
- I need to cut down on adjustments that are not needed when driving.
- I am a little timid to drive the robot like a "pirate," but to get 242 I have to do this.
- The claw is working very well right now!

4-10-2021

North Central Florida Regional Middle School Championships

4-10-

- After this competition, we are triple qualified for Worlds.
- This was the first in-person event Adrian competed in, and he was not as familiar with the in-person teamwork setup, previously doing only one online teamwork.
- Awards: First place skills, with 251 points, 41 programming, and 210 driving. Second-place teamwork, with 173 points with 7480L B, and the Excellence Award.
- We were disappointed with second-place teamwork, as last year Adrian earned 1st in teamwork.
- In pre-recorded skills, Adrian scored 210 on the first attempt.
- He did not try again, because the goal of 242 was unlikely, as he had not yet achieved that in practice. 242 points was at most another three seconds away.
- During each of the three programming attempts, something went wrong. The last stack scored once, but the other times only the first one scored.
- On the 41 point attempt, there were 38 points scored on the teal row, but at least a purple fish was also stacked.

4-10-2021 North Central Florida Regional Championships Middle School Pt.2

- At the states, many teams were incompetent. The strategies that Adrian practiced for were meant for teams that could score a few risers. Instead, we were paired with those at least one team which scored zero to one points.
- At the most with that strategy, we scored 3 stacks, but with the other strategy, we could score 5.
- In the rankings, we started as first, but dropped to sixth in the end. 1102ME and 7480IB were the third alliance.
- In the finals with 7480IB, two risers were almost dropped, but because of the forgivingness of the claw design, they were recovered.
- A piece of the robot broke during a match, the part that kept the risers straight, but it is not essential.
- Side note: at least two rubber bands broke.
- Because of the pace at which the tournament was running, we couldn't practice much.
- For worlds, we are designing another robot that is similar, but faster and lighter. Adrian plans to compete in the afternoon live tournament, since he is better at teamwork than skills.

4-10-2021 North Central Florida Regional Championships School Middle Pt. 3

Match Number	Score	Notes
#11	172	• The other team mostly did their part
#24	141	• Both teams messed up
#47	109	• Other team lost a slack, and Adrian messed up
#66	78	• The other team's robot broke, but if it had not, we would have scored highly
#74	7	• The other team scored a fiber, but then toppled it over, blocking the goal.
#101	103	• The other team scored the fiber one slacky, and we scored three.
#110	40	• They scored one/two fibers, but not a slack.
Finals #8	173	• We put an orange slack in the middle when it should've been the last. Although it is unlikely that 701801B would've scored they could've. Adrian almost botched but recovered two fibers.

REC Foundation Live Tournament

- We won teammark with 210 points with 4blua "I'm a Banana"
- We were called "the Fruit alliance" by the announcer
- One problem is Adrian starting when the buzzer sounds, at 55 seconds instead of 1 min.
- The strategy we used was very successful, the other team had easy points to score, and it worked for the teams that knew the goals and could check chat.
- Time was lost when players got striking balls

4-21-2020 REC Foundation Live Tournament 4-25

Match	Score	Notes
Practice	77	
Match 1	77	The other team did not check chalk, and didn't score all available points
Match 3	210	We scored 11 slacks, and the other team scored two and a row
Match 11	76	The other team did their part, but we messed up and pushed the wrong riser → losing time
Finals	210	Adrian started 5 seconds late, and lost time when some risers got stuck. Both scored 3 slacks.

- Their robot ("I'm a Bonita") started on the left, and scored the orange riser in goal F. Then, Adrian started 2 oranges on the base. In goal F, we would put an orange riser, and then put two risers on top. In D and G, we put blue slacks. In an ideal scenario, we can score 3 or 4 slacks.

4-25-2021 Strategies For Worlds

- There will be many teams that are not very good.
- We will put a hook on the robot, which would allow us to get 4.5 stacks.
- After the hook is added, the purple stack is possible in goal F-. Then, the other team scores 4 stacks for a score of 306 -
- We will still use the previous strategy, but adding a stack in goal F-, or B or L.
- Even with a terrible team, we should be able to score 103 points.
- This strategy is good for the other teams because they make stacks in the easiest places, teal in A~~B~~ and orange in C-
- Currently, the biggest problem is the lack of a hook. To push in fibers that aren't on the hip, we must ram them, wasting time. Sometimes, they get stuck. With a hook, we can slightly raise them from the ground.
- To get this motor, we will remove the H-Drive, since it's not fully necessary anymore.

4-25-2021

States' Awards



Adrian

Timothy