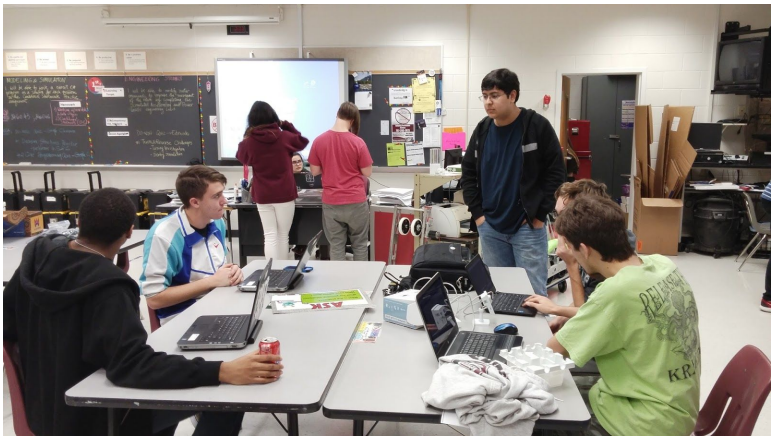
January 21, 2017

PLUGGED IN

Good evening everyone, and welcome to the second entry of ***Plugged In***. I appreciate all of the feedback I received for the first paper. Unlike our first build week, we had only three meetings.

After Martin Luther King's Day, we officially started our second build week on January 17th. The programming team discovered how to utilize the gyro in Eclipse. They published their discovery and other practice codes into the driver station. The communications team was able to document an interview with a FIRST alumni, which is another challenge for the FedEx Innovation Challenge. They also priced spirit ideas of costumes for the team and contacted David Lee, a steampunk artist, to see if he could lend his expertise to construct an add-on to the robot. Both mechanical and electrical paired up again to design a second option for the robot's chassis and find measurements for the parts needed to build the design. Drive team spent the meeting reading the game manual for penalties and watching the reveal videos for to clarify what the robot is limited to do. The financial team brainstormed three fundraising ideas, then they discussed which idea would reasonably work.



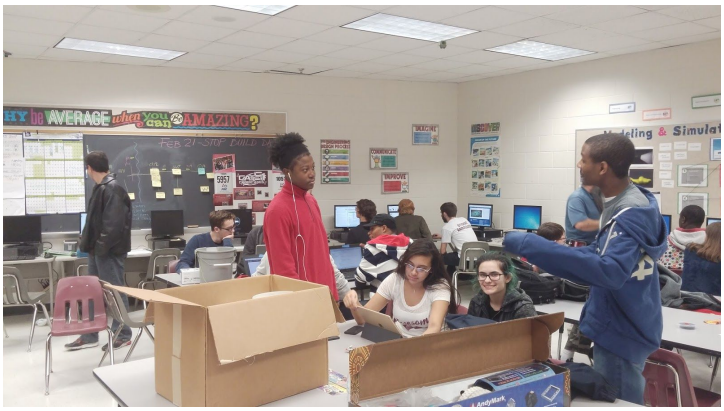
The programming team is discussing their game plan.

When we began our second meeting on January 19th, the programming team started to program an autonomous that would be test on the robot we used last year. Additionally, they started to test if the robot can be programmed to follow certain objects. The mechanical and electrical team started to finalize the

Correspondent: Jalen Waye

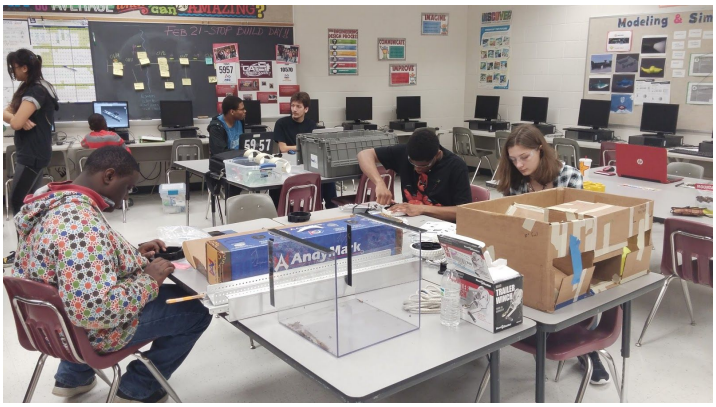
desired design of the chassis which would be used to construct a template in AutoCad. The financial team

The team is hard at work this meeting!



continued to discuss fundraiser ideas, predicting what would be possible. The communications team was successful in completing an informative flyer and a letter that will be sent to any companies that could be potential sponsors.

Then, on January 21st**,** The mechanical and electrical teams began work on building the chassis of the robot and the vending machine spring mechanism. The programming team went over the command-based programming that will be used for this competition. They also



The mechanical/electrical teams tag teaming to finish the chassis!

worked on making the camera work during the autonomous period. Since the FRC 2017 Game Manual was recently updated, the drive team is going over all of the changes to see if they need to modify the current strategy. The communications team was busy typing up the recap for this week and making a list of the possible awards we can receive.

Correspondent: Jalen Waye