Autonomous File Naming Conventions

R = ramp

D = Defense

RG = rolling goal

HG = high goal

K = kickstand

The numbers at the end of the name represent point values. Underscores separate two functions of a program

Example: In the file name A1 R\_D 20, the A1 stands for Autonomous 1, the R\_D represents how the function makes the robot play defense and go onto the ramp, and the 20 represents how that function would lead to a maximum point total of 20 points.