Engineering Notebook

FTC 7347

October 2, 2014

Abstract

Matt Iverson 2014-09-16 Brainstorming

This week, I calculated the space	The mechanism will fit and reach
we'd need for a scissor lift / con-	high enough, but it'll take up a
veyor belt mechanism.	lot of space.

I measured our team's conveyor belt to be 2.5 inches thick. Our robot can be up to 18 inches tall, so we can fit up to 7 layers of the conveyor belt on our robot. We'll need about 2.5 inches on each side of the conveyor belt for tubing to move balls between belt layers, so the belt can be up to 13 inches long. 13 inches at a 45 degree angle is approximately 9.2 inches up and to the side, meaning our scissor lift could reach up to 64 inches (163 cm). This is well above the top of the center goal (120 cm), but I think the system will likely collapse under its own weight at that height.

Ben Trout 2014-09-19

Brainstorming, Designing, and Promoting FTC

Brainstorning, Designing, and Promoting FTC	
Brainstorming	We started our brainstorming
	by making three subsystems for
	scoring blocks: Intake, Lifter,
	and Scorer. We had a bunch of
	designs down and ideas flowing.
	As a team we we're able to list
	pros and cons of all the designs
	mentioned and narrowed it down
	to just a few quality designs.
Designing	Once we had our ideas pin-
	pointed that we thought would
	be best for accomplishing the
	challenge we started to de-
	sign different components of the
	robot. Me, Nick, and Alex
	mainly focused on the intake
	method of picking up balls.
Promoting FTC and FIRST	I went to a lego robotics meeting
	with my FRC team for recruit-
	ing Lego Robotics coaches for the
	FLL league at liberty that we're
	starting up. We wanted to pro-
	mote all three levels of FIRST.
	We had old lego robots for demo,
	I brought a ball shooting FTC
	robot I built and my FRC team
	brought their worlds robot from
	last year. We demo'd all the
	robots and got the kids exited
	for robotics, hopefully they will
	move up in the FIRST levels and
	be on the Liberty FTC team in
	the future.

Brainstorming

Ways to play the game:

- Tip rolling goal onto ramp. Shuttle balls up and down ramp
- \bullet Grab rolling goal and drive around with it putting balls in
- Put balls into center goal

Filip Lewulis 2014-10-01 Designing

Designing	We considered the lifting mecha-
	nisms from looking at last year's
	FTC competition, but our calcu-
	lations for intake appear to re-
	main viable. Alex has written
	the LaTeX for the maximum rate
	of fire while introducing us to
	the syntax. I am following the
	PTC Robotalk tutorial for us-
	ing CREO. Ben is researching
	the materials we can use in ac-
	cordance with the rules for the
	robot's components. The launch
	mechanism is being designed by
	Matt, David, and Nick. And in
	accord, our team name is Chil-
	dren of the Matrix, which is
	nice, I guess.

We're all working independently, but next week we plan to reconcile our efforts and begin actual construction of the robot.