

ROBOT DESIGN OVERVIEW

TEAM: @RISING STARS

TEAM NO : 66782

Lego League 2025
Theme: Unearthed

TEAM MEMBERS

Name	Age
Riona Panda	10
Zoey Jain	11
Shaivi Aggarwal	11
Saanvi Loomba	11
Saumya Loomba	11
Girisha Gupta	11
Riya Patil	12

MISSION STRATEGY

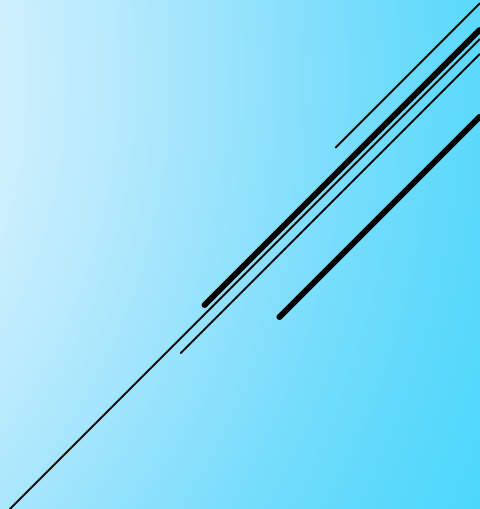
- ↴ Took mission board print out and marked on those sheets to find missions and path required.
- ↴ Tried missions with hand.
- ↴ Tried individual missions first and then combined them to optimize runs and time.
- ↴ Tried various combinations to maximize score.
- ↴ Picked ones that can be completed in 2.5 minutes and gives maximum score.

MISSION STRATEGY

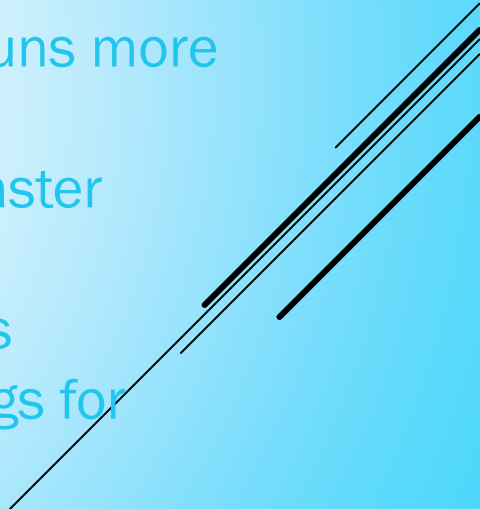


RESOURCES USED


- ↳ Spike Prime Lessons
- ↳ Online FLL Tutorials
- ↳ Online research
- ↳ Solon STEM scrimmage
- ↳ Talked to other team coaches
- ↳ Lego Studio 2.0
- ↳ Lego robot design and team guides



SKILL BUILDING

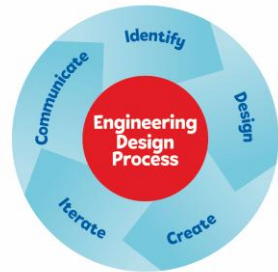
- ⌞ Did basic programs to move straight, turn, use sensors and motors
 - ⌞ Created Pseudo code with paper and pencils
 - ⌞ Shared and improved
 - ⌞ Used gyro and color sensors to make our mission runs more reliably
 - ⌞ Distributed work in two groups to get things done faster
 - ⌞ Learned coding with Gyro to improve accuracy
 - ⌞ Created reusable code blocks for different missions
 - ⌞ Attended Solon STEM scrimmage and used learnings for improvement
- 

HOW WE WORKED AS A TEAM

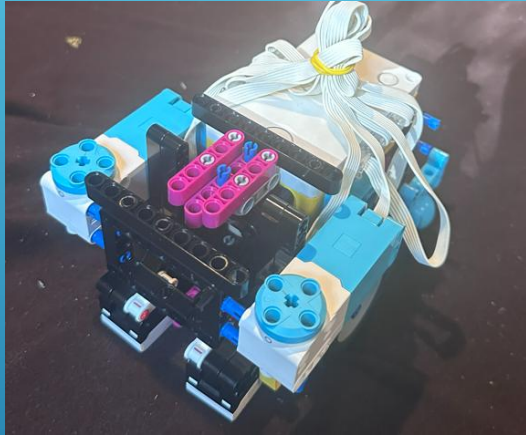
- ↴ All 7 girls tried building and coding
 - ↴ We took turns and alternated between innovation project and robot building/coding
 - ↴ We rotated drivers, builders, and coders
 - ↴ Each person helped design at least one attachment or routine
- 
- A series of four parallel white diagonal lines in the bottom right corner of the slide, pointing towards the top right.

DESIGN- ROBOT DESIGN

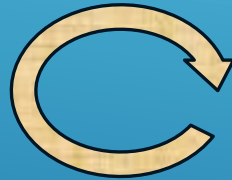
- ↳ Reviewed mission board and various missions
- ↳ Tried 3 different designs before picking final version.
- ↳ Used Engineering Design Process to iterate and improve.
- ↳ Combined learnings from last season and 3 earlier designs to design selected design.
- ↳ Tried many runs to make small incremental improvements.



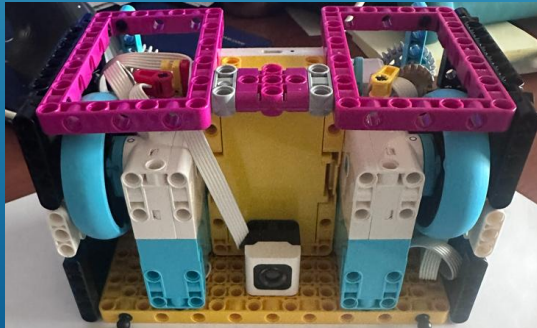
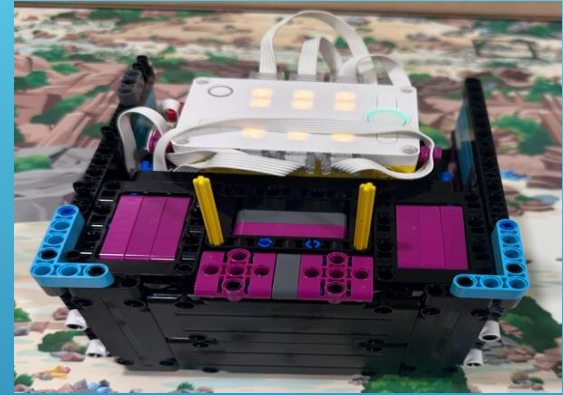
DESIGN - ITERATE AND LEARN



Third

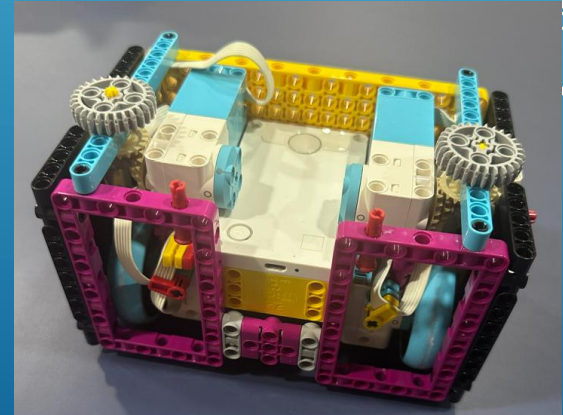


Current




Second

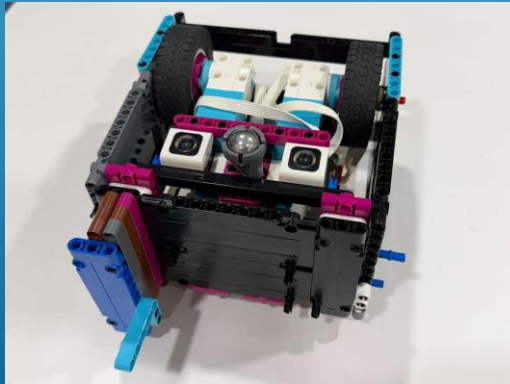
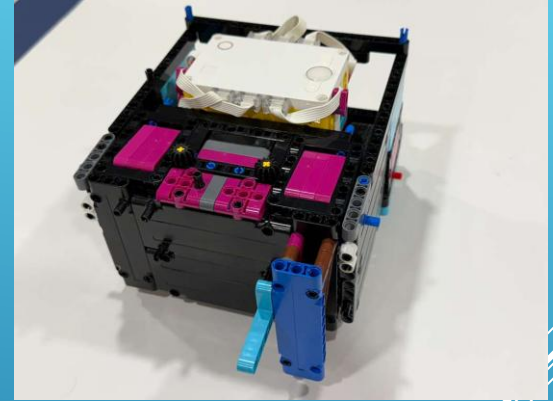
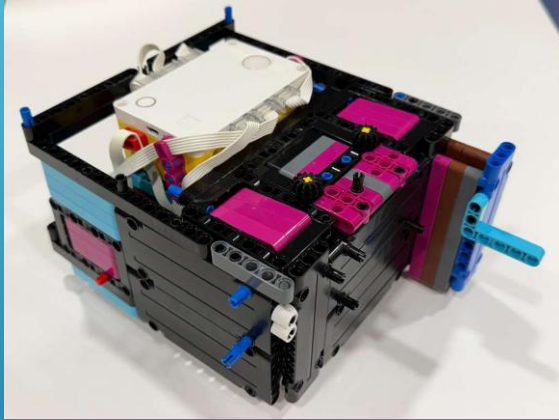
First




DESIGN- KEY COMPONENTS AND CONSIDERATIONS

- ↴ Box design : Flat frames on all sides: lets us swap attachments quickly between runs
 - ↴ 4 Motors
 - ↵ 2 for Wheels
 - ↵ 2 for attachments
 - ↴ More powerful motors for attachments
 - ↴ 2 rubber wheels to reduce slips and more accuracy
 - ↴ 1 caster wheels with steel ball
 - ↴ Charge port accessible
 - ↴ 2 Color sensors
- 
- A series of three parallel white diagonal lines extending from the bottom right towards the center of the slide.

SELECTED DESIGN OF ROBOT



WHAT WE LEARNED FROM ROBOT DESIGN

- ↴ Testing and changing small things can make a big difference
 - ↴ Using sensors makes the robot more reliable than only timers
 - ↴ Robot weight need to be evenly distributed
 - ↴ Reset motors after every run for accuracy
 - ↴ Working together and sharing ideas helped us solve harder missions
- 
- A series of four parallel white diagonal lines extending from the bottom right towards the center of the slide.

CREATE - ATTACHMENTS DEVELOPED

It's easy to add attachments on left and right side of front of robot.
We also made several simple attachments for missions



CREATE - SAMPLE REUSABLE ROUTINES(MYBLOCKS) DEVELOPED

- ↵ Move Straight Accurately
 - ↵ Move Left
 - ↵ Move Right
 - ↵ Move Reverse
 - ↵ Move Right Arm
 - ↵ Move Left Arm
- 
- A series of three parallel white diagonal lines extending from the bottom right towards the center of the slide.

SHARE AND ENJOY

- ↴ We took turns and shared workload and experience.
- ↴ Team had 7 girls and we became good friends and had lot of fun during break time.
- ↴ We got better at programming and learned to use Gyro for more accurate movements.
- ↴ At times robot did not work as programmed and broke models and seeing it fail was funny.
- ↴ We had so much fun during field trip at Nelson Leges Quarry park.
- ↴ We discovered new and creative ways to solve missions and really enjoyed it.

