Things to note for open house robomaster:

Things to bring:

2 laptops, bring your mouse also

(1 for running the code, 1 for allowing people to use the robomaster app)

Things to take from the lab:

2 ep robots (1 to run the program on, 1 for backup) the robots labeled 1 & 2

2 S1 robots (1 for display, 1 for the visitor to use)

There is a box labeled for open house use. (it consists of 8 batteries, 2 screw boxes, 3 power banks, A 3-side charger, masking tape, and water babies)

For the water babies, you will need to grow some at the end of the day

We have plenty in the lab.

The rules for the game:

1. First, explain the game to them and show them a demo of our program.
2. Next, give their robot some ammo to practice (maybe a few shots?)
3. The challenge is to complete the game in 10 seconds, they will be given 2 attempts.

Growing the gel beads:

To get the best size for the gel beads, try to use the gel beads to water ratio of 1:1 (1 gel bead per 1ml).

Setting up the playfield:

Diagram, schematic

Description automatically generated

Place the front of the robot 75cm away from the power rune station, align the robot to the center marker as well.

A whiteboard with writing

Description automatically generated with low confidence

These are the angle calculations that we did for the markers:

For positions 1, 2, 3, 4, 5:

we use the calculation of -13.4, -6.8, 0, 6.8, 13.4