

EG2310 Final Mission Scoring Sheet

“White Flag” Scoring Sheet

Teams have the option to use this scoring sheet after the 14 Min mark. (6 mins before mission ends)

The team will forfeit the main scoring sheet if this option is selected

The team can start the mission at the Lift lobby if this option is selected

Group			
Mission Attempt			
Scoring Item	Max Score	Team Score	Remarks
Robot leaves “White Flag” start zone	10	0	
Robot enters lobby zone	5	0	
Robot successfully make HTTP call to open door	5		
Robot enters correct lift	5		
Robot correctly identify bucket and attempt to fire	5		
Ping Pong ball successfully landed into bucket. 2 Points per ball in the bucket at the end of mission.	10		
Successfully complete mission on first attempt. (No reattempts)	10	0	
Robot has sufficient battery power for entire mission (No “Low Battery” warning or “battery dead” situation)	5		
System is mechanically stable during operation (proper weight balancing)	5		
Structure and components are secured during the operation (no loose parts or dropping parts including payload or components)	5		
System is well assembled (logical sequence and no missing fasteners)	5		
Total	70		
Penalty			
Any part of the system (i.e. Robot, markers) damages or displaces maze element. 5 point per displaced element, 50 points for damages.	-100		
Mission Overtime. -5 points per minute	-100		
TOTAL			

Competitive Scoring			Max Score	Team Score
Mission Complete on Time	Minutes	Seconds	15	0
Mapping Complete on Time	Minutes	Seconds	15	0

TA Sign:

Team Sign: