Random Notes:

1. Climber / Arm
   1. Arms / hooks
   2. Dual arm
      1. Vertical shorter that hooks second rung
      2. Angled arm
2. Floor Pickup / intake
   1. Interior to bumper
      1. Gets in the way of internal components
   2. Exterior to bumper
      1. Gets damaged during game
3. Pneumatic shooter
   1. 60 psi max
   2. Don’t expose the piston to damage
4. Shooting
   1. High goal
   2. Low goal
5. Drive
   1. Tank drive
      1. 4 wheels
      2. 6 wheels
      3. 8 wheels
   2. Mechanium
6. Ultrasonic sensor
   1. Simple
7. Intake / Ball Score
   1. Arm over the chassis
      1. Seems to require popper
      2. Holds 1 ball
      3. Can help adjust CG
   2. Arm over with cut in chassis
      1. Seems to require popper
      2. Holds 1 ball
      3. Can help adjust CG
   3. Short escalator with cut in chassis
      1. Requires popper
      2. Simpler – belt driven
      3. Holds 2 balls
   4. High escalator with cut in chassis
      1. No popper necessary
      2. May get in the way of hang
      3. Holds 2 balls

Decisions:

1. Climbing is more important
2. Shooting – low goal only
3. Drive – tank drive - 6 wheels
4. Climbing / arms / goals
   1. 3rd bar is the goal
   2. Use something like - <https://www.andymark.com/products/climber-in-a-box>
5. Intake / Ball Score - Arm over with cut in chassis with popper

Initial tasks:

1. Pneumatics – Gavin, Natan and Grason Cook
   1. Gut last year big robot to scavenge setup for pneumatics board
   2. Build pneumatics board with popper
   3. Test popper on ball
   4. Read all pneumatics rules
2. Climbing Arms – Simeon and some time with Kyle
   1. Get cad working for arms
      1. See: <https://www.andymark.com/products/climber-in-a-box>
   2. Determine collapsed and extended sizes of arms/climber
      1. Via geometry and CG
   3. Create CAD for parts
3. Chassis / Tank Drive – Everyone other than first two
4. Coding – individual assignments …
   1. Arm code – Owen
      1. Encoding
      2. Three different positions 0 degrees, 45 degrees, 135 degrees
      3. 5:1 gearbox
   2. Climber code - Jonathan
      1. Encoding
      2. Hold two positions under load
      3. Testing - how much load can the falcon hold
      4. 100:1 gearbox
   3. Tank drive code – Adenine
      1. 2 motors per side
      2. Forward/backward
      3. In place turn
      4. Arc turn