Kaitlyn brought someone named “Jayla” to see if she would be interested in joining the game. At the start of the meeting, our team watched several recordings of past VEX competitions. We took the time to discuss several game strategies.

Afterward, Clark, Dylan, and Kaitlyn practiced driving while Cyrus fixed the Green Robot. Andrew downloaded code into the green robot and modified the controller screen to display more information, such as battery level and velocity. We also tried to test if a button would work for the robot but we could not accomplish it as the controller could not recognize the button. We thought the wire was not correctly inserted in the socket and so we tried to insert the wire into the controller both ways, but it did not work. We would try again in the future if we could find a manual or instructions.

Next, we split into groups to come up with possible designs for our next robot. We were still on board for a robot with the original Moby design but with a claw attached to the back to grab the mobile goals. Another design was proposed by Clark and Dylan, which had a conveyor belt system. The robot would be able to run over the rings and pick them up through a vertical or angled conveyor. The conveyor belt would run straight into the mobile goals, allowing the robot to pick up the rings without wasting any time. Another robot design Kaitlyn proposed was a robot that would only specialize in picking up mobile goals. We wanted to take advantage of the enormous amount of points that would be rewarded for retrieving a mobile goal. A mobile goal would give us 2-10x more points than a ring, but they were in high demand by the enemy teams.

Near the end of the meeting, we practiced more with driving, picking up rings, and scoring them into the mobile score goals. We cleaned up and we plan on meeting next Monday to set up the field to practice in.