|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **Initial Value** | **Must Have?** | **Comments** |
| // metadata |  |  |  |  |  |
| compName | Str | 100 chars | “” | y |  |
| matchNumber | Int | 1000 (+-) | 0 | y | 0 is an illegitimate value (practice rounds and such things can be negative numbers) |
| teamNumber | int | 6 digits decimal (+-) | 0 | y | O is an illegitimate team number. Generally team numbers should be 4 digits unless there are very special circumstances |
| scouterName | str | 30 chars | “” | y |  |
| whenCaptured | date | Size of date |  |  |  |
| scouterTeamNumber | int | 6 digits decimal (+-) | 0 | y | See “teamNumber” |
| driverStation | int | Small int (< 1000) | -1 |  |  |
| // autonomous |  |  |  |  |  |
| startPlace | Int? | Small int (< 1000) | -1 |  | From list |
| ballsInUpperAuto | int | Small int (< 1000) | 0 |  |  |
| ballsInLowerAuto | Int | Small int (< 1000) | 0 |  |  |
| ballsMissedAuto | int | Small int (< 1000) | 0 |  |  |
| passedLine | bool |  | false |  |  |
| ballsHumanShotAuto | bool |  | false |  |  |
| ballsHumanScoredAuto | bool |  | false |  |  |
| whichBallsCollected | List of Int? | Small int (< 1000), list size by size of options? | [] |  | From list |
| autoMalfunction | bool |  | false |  |  |
| autoFreeText | str | <500 | “” |  |  |
| // tele-op |  |  |  |  |  |
| ballsInUpperTele | int | Small int (< 1000) | 0 |  |  |
| ballsInLowerTele | Int | Small int (< 1000) | 0 |  |  |
| ballsMissedTele | int | Small int (< 1000) | 0 |  |  |
| // end game |  |  |  |  |  |
| levelClimbed | int | Small int (< 1000) | 0 |  |  |
| climbSuccessful | bool |  | true |  |  |
| climbTime | float | Small int (< 1000) | 0 |  | Units = sec |
| // post game |  |  |  |  |  |
| defensiveDefenseLevel | Int | Small int (< 1000) | -1 |  | 1 - 7 |
| offensiveDefenseLevel | Int | Small int (< 1000) | -1 |  | 1 - 7 |
| wasDefendedLevel | Int | Small int (< 1000) | -1 |  | 1 - 7 |
| shootingLocations | List of Int? | Small int (< 1000), list size by size of options? | [] |  | From list |
| collectingLocations | List of Int? | Small int (< 1000), list size by size of options? | [] |  | From list |
| goodTeamMateLevel | Int | Small int (< 1000) | 4 |  | 1 - 7 |
| wasBroken | Int | Small int (< 1000) | -1 |  | 1-3 (by seriousness of damge) |
| freeText | str | <500 | “” |  |  |
| generalImpression | Int | Small int (< 1000) | 4 |  | 1 - 7 |
| // post game flags |  |  |  |  |  |
| robotNoFunction | Bool |  | False |  |  |
| systemNoFunction | bool |  | false |  |  |