* Arm
  + Make sure arm can remove a ball in any order
  + Addition helps remove the ball “without fail”
* Golf Ball Stand
  + Identifies the colors of the balls
  + Is fixable if necessary
  + Checks to ensure that the ball actually left
* Driving around
  + FSM and scripts necessary (both scripts and FSM must be demonstrated somehow)
* Sensors
  + Have some form of timer
  + Uses GPS
  + Uses sensor headings- Possibly low-pass filter
* Far Ball
  + Drop ball of when GPS believes within 5 feet && actually within 20 ft
* Return home
  + Get within 20 ft of home
* Actual competition
  + Need 3 runs
* Crush it

Aww yeah.