

CDE2310 Final Mission Scoring Sheet

- Teams must declare beforehand if they want to attempt bonus objectives.

Group			
Mission Start Time			
Mission Attempt			
Scoring Item	Max Score	Team Score	Remarks
Robot leaves maze start zone.	10		
Robot able to detect the first heat source.	5		
Robot successfully fires 'flares' in 2-4-2 second delay pattern above maze walls: (1.5 pts for each ping pong ball firing with 3 successes given a total 5)	5		
Robot achieves firing of first flare sequence of up till 1.5m target: (1.5 pts for each ping pong ball firing with 3 successes given a total 5)	5		
Robot able to progress and correctly identify second heat source.	5		
Robot successfully fires 'flares' in 2-4-2 second delay pattern. Robot achieves firing of flare sequence of up till 1.5m target (5 points each with similar breakdown as above)	10		
Successfully complete mission on first attempt. (No reattempts)	10		
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		
Sub-Total	70		
Bonus Objective 1 - Robot able to traverse ramp with no collisions	5		
Bonus Objective 2 - Robot able to detect 3rd heat source and initiate firing sequence	10		
Bonus Objective 3 – Robot able to fire all 3 “flares” with no jamming. Projectile height does not matter here. (1.5 pts for each ping pong ball firing with 3 successes given a total 5)	5		
Total	90		
Penalty			
Any part of the system (i.e. Robot, markers) damaged or displaces maze element. 5 points per displaced element, 50 points for damages.	Up to -100		
Mission Overtime. -5 points per minute	Up to -100		
TOTAL			

Competitive Scoring			Max Score	Team Score
Mission Complete on Time	Minutes	Seconds	30	

TA Sign:

Team Sign: