

ENGINEERING NOTEBOOK

TEAM 5840C

2025–2026

PUSH BACK



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For the latest version (and interactive content), visit <https://m-jeide.github.io/5840C/>.

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Home

Meet Team 5840C



We are VEX VRC team 5840C, formed during High Stakes and continuing our journey into Push Back. We're a passionate crew of designers, builders, and programmers focused on learning fast, iterating smarter, and competing together.



Matthew Jeide

CAPTAIN - LEAD PROGRAMMER

"I'm too lazy to write a bio rn"

Micah Ramunni

CO-CAPTAIN - LEAD DESIGNER & BUILDER

"Hi! I'm Micah Ramunni, the main builder and Vice Captain of the team. I specialize in designing and building our robot with the help of my teammates.

Through our four-year engineering program and Vex IQ, I have four years of robotics experience. I've been to states twice and worlds once. I have a passion for reading, exploring video games, and engaging in robotics projects."



Varun Pais

DESIGNER & BUILDER

"My name is Varun Pais. I'm a first-year engineering student at MLK and a builder for Team C. I enjoy building, overscheduling, and band."

Omri Lavi

BUILDER

"My name is Omri Lavi, and I'm a 16-year-old third-year engineering student at MLK High School. I'm a builder and designer for our team, and this is my first year as a member of the robotics team. I enjoy baking, playing video games, and participating in my synagogue."





Aiden

LEAD DESIGNER & BUILDER

"Bio not written yet."



Ebrahim

DESIGNER & BUILDER

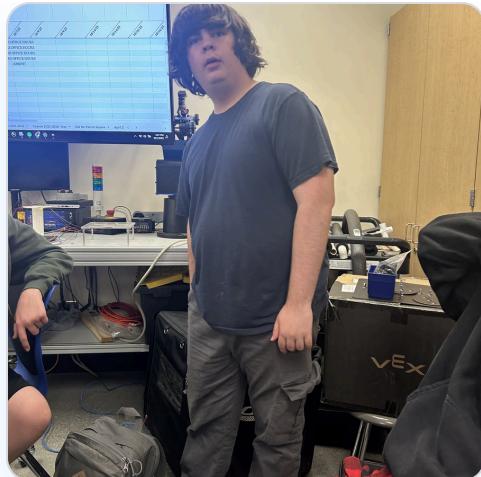
"Bio not written yet."



Jayden

BUILDER & PROGRAMMING APPRENTICE

"Bio not written yet."



AUGUST

08-26-25

08/26/25 · ENTRY

ABSTRACT

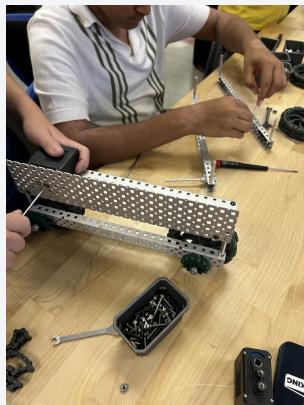
- We disassembled a previously built drive train.
- We started on our drivetrain, we got half of it done.

Images

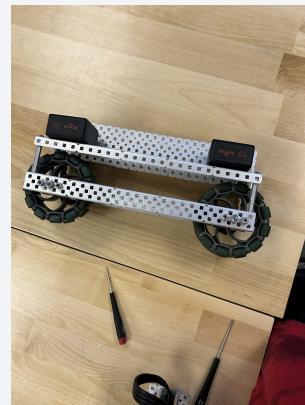


Disassembling Old Drive Train

This old drivetrain was built after the previous season by Micah and we are reusing the parts from it. This drivetrain actually used tread, but we decided against using that for this next season.



Construction of the New Drive Train



Finished Half

This is the finished half of the drivetrain we had done at the end of the meeting.

08-28-25

08/28/25 · ENTRY

ABSTRACT

- Completed the basic work on our drivetrain

Images



PREVIOUSLY DONE...

During the last meeting on 8/26/25, we built this half of the drivetrain.



Diligent Work



MICAH PICTURE!

Devious picture that I caught of Micah.



Finished Product

This is the finished drivetrain we had done at the end of the meeting.

Script

ROBOT CODE 8/28/25

PYTHON

```
# ----- #
#           Module:      main.py          #
#           Author:       jeide            #
#           Created:     8/28/2025, 4:09:25 PM   #
#           Description: V5 project        #
# ----- #

# Library imports
from vex import *

# Brain should be defined by default
brain=Brain()

brain.screen.print("Hello V5")

MOTOR_CONFIG = {
    Ports.PORT1: True,
    Ports.PORT2: True,
    Ports.PORT3: False,
    Ports.PORT4: False
}
RIGHT_MOTORS: list[Motor] = []
LEFT_MOTORS: list[Motor] = []

for motor_port in MOTOR_CONFIG:
    if MOTOR_CONFIG[motor_port]:
        RIGHT_MOTORS.append(Motor(motor_port, True))
    else:
        LEFT_MOTORS.append(Motor(motor_port, True))

for motor in RIGHT_MOTORS + LEFT_MOTORS:
    motor: Motor
    motor.spin(FORWARD)
    motor.set_velocity(100, PERCENT)

my_controller = Controller(PRIMARY)

def move(controller: Controller):
    x = controller.axis1.position() / 100 # Normalized to -1 to 1
    y = controller.axis3.position() / 100 # Normalized to -1 to 1

    # Calculate motor speeds with improved distribution
```

```
right_speed = y - x
left_speed = y + x

max_input = max(abs(right_speed), abs(left_speed))
if max_input > 1:
    right_speed /= max_input
    left_speed /= max_input

# Apply to motor groups with max RPM scaling
max_rpm = 200

for motor in RIGHT_MOTORS:
    motor.spin(REVERSE, int(right_speed * max_rpm), RPM)
    """brain.screen.set_cursor(1,1)
    brain.screen.print(int(right_speed * max_rpm))"""

for motor in LEFT_MOTORS:
    motor.spin(FORWARD, int(left_speed * max_rpm), RPM)

while True:
    move(my_controller)
    wait(20, MSEC) # Small delay to prevent overwhelming the system
```

S E P T E M B E R

09-04-25

09/04/25 · ENTRY

ABSTRACT

- We adjusted our design for the drivetrain to be wider.
- We took pictures today of each current team member.

Images



Expanded Drivetrain

We expanded the width of our drivetrain for better stability and accommodation for a intake system.



Picture of Micah Ramunni



Picture of Omri Lavi



Picture of Varun Pais



Picture of Matthew Jeide

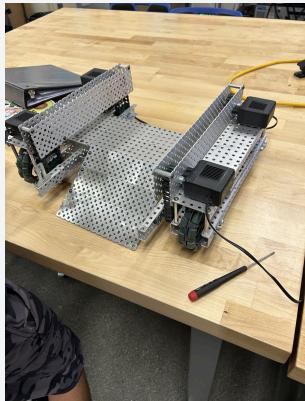
09-09-25

09/09/25 · ENTRY

ABSTRACT

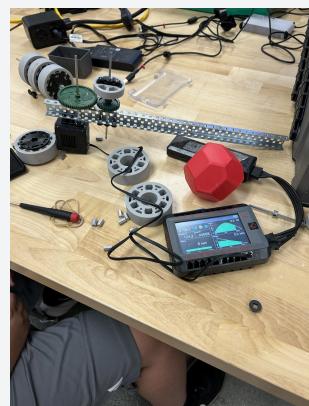
- Continued work on our drivetrain and started an intake prototype.

Images



Continued work on the Drivetrain and Intake Structure

Micah continued work on the drivetrain and building the structure for an intake system.



Launcher Prototype

As Micah worked on the intake structure, Matthew, Varun, and Omri built a prototype launching mechanism. This system was designed to deploy pre-stored blocks using high-traction VEX Flex Wheels powered by low gear ratio motors. The objective was to propel the scoring objects onto an adjustable ramp, provided the launch velocity proved sufficient. However, the prototype was not completed by the end of this meeting.

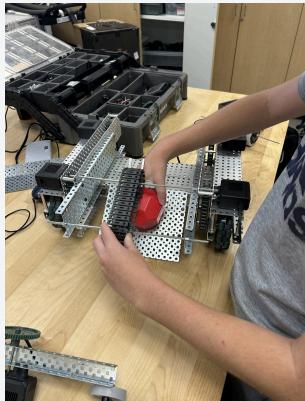
09-16-25

09/16/25 · ENTRY

ABSTRACT

- Completed a functioning prototype of our intake system.

Images



Construction of the Intake Prototype

Micah and Varun continued work on the intake prototype, the design consisted of a chain-driven conveyor with standoffs mounted along the links to act as paddles. These paddles were intended to index and carry blocks upward toward the launching wheels, which would then accelerate the objects onto a scoring ramp. The images show the ongoing construction process and assembly of the conveyor system.



Completed Intake Prototype

The finished prototype consisted of two chain-driven conveyors with standoffs attached as paddles to move blocks toward the launching wheels. The system was powered by a single motor mounted to the side and tested using the VEX brain's onboard controls.

Prototype Testing and Findings; Considerations for Improvement

During testing, we observed that at higher motor speeds the standoffs experienced stress and occasionally jammed against the blocks, locking the conveyor. In some cases, this stress damaged the standoffs or risked them falling off entirely. At lower speeds, jamming still occurred but less frequently, and most blocks were moved successfully. We are currently deciding whether to attempt correction through programming (if possible) or to pursue a mechanical redesign. An additional consideration is optimizing between stability and speed to reduce standoff damage while maintaining effective block movement.

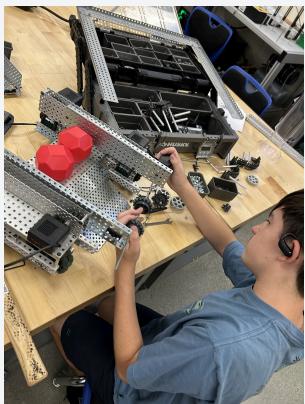
09-18-25

09/18/25 · ENTRY

ABSTRACT

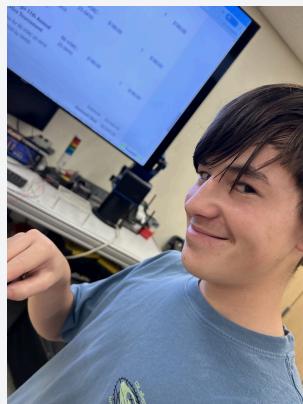
- Created a new iteration of our intake prototype.

Images



Deconstruction of the Previous Intake Prototype and Beginning of New Intake Prototype Iteration

Micah deconstructed the previous intake prototype in place for a new iteration. The previous prototype had issues with jamming and standoff damage, prompting a redesign.



MICAH PICTURE!

Another devious picture that I caught of Micah.



Finished Intake Prototype

The new intake prototype transitions from a conveyor-style design to a roller-based intake. The previous conveyor system suffered from jamming and standoff damage, especially at high speeds when belt slack caused collisions between standoffs. The new roller design eliminates belts entirely, instead using paired rollers to guide and intake blocks more reliably.

Intake System Testing and Launcher Brainstorming

During this practice, the team successfully tested the new roller intake prototype, which showed far fewer jams and less passive stress on the standoffs compared to the earlier conveyor-based design. The roller setup provided smoother intake and more reliable performance. At the same time, Matthew and Omri

were fully engaged in brainstorming launcher concepts, dedicating the session to exploring potential designs and mechanisms for future development.

Short N' Sweet: Incoming Members

Several new students visited our meeting today to explore joining robotics. To give context, our advisor Ms. Guzman introduces interested students to the program and evaluates their commitment. Once qualified, team placement is guided by a semi-preference system: students usually join their first-choice team unless it is already too large or too loud compared to others. Since 5840C is the smallest of the four teams, there's a strong chance we'll be welcoming some of today's visitors onto our roster. We're excited for the new talent and energy they could bring!

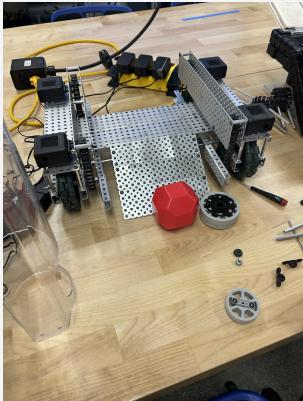
09-23-25

09/23/25 · ENTRY

ABSTRACT

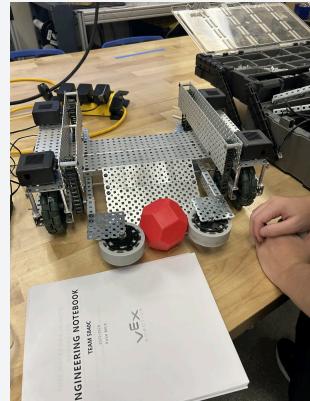
- Disassembled the roller-based intake from the previous meeting to move forward with a new design.
- Began prototyping a flywheel launching mechanism, building directly onto the existing drivetrain.
- Work focused on determining the optimal placement and spacing for the flywheel assembly to effectively propel scoring objects.

Images



Deconstruction of the Previous Intake Prototype and Beginning of New Intake Prototype Iteration

To begin, we fully deconstructed the roller intake from the September 18th meeting. This left us with the bare drivetrain, providing a clean slate to build a new flywheel launcher concept.



Flywheel Prototype

The primary motivation for this complete redesign was the height of our previous roller intake, which proved incapable of pulling scoring objects out from the game's loaders. To solve this, we pivoted to a more compact flywheel design. By the end of the meeting, we had successfully mounted the VEX Flex Wheels for the new prototype. This system is intended to grip objects directly from the loader and accelerate them for scoring. The photo shows the initial placement we settled on, which will serve as the baseline for our first round of testing.

Team Update: New Members

During this time, several new members were still being onboarded and assigned to the club's various teams. While the core team focused on the flywheel prototype, the prospective members were observing and assisting with minor tasks to get familiar with the VEX system. They will be properly introduced in an upcoming entry.

09-25-25

09/25/25 · ENTRY

ABSTRACT

- Continued work on the flywheel prototype by mounting and wiring the motors.
- Officially welcomed new members Ebrahim and Jayden to the team, who jumped right into the build process.
- Began development of a secondary conveyor/ramp prototype for additional scoring capabilities.

A Nonsense-Free Welcome: Meet Jayden and Ebrahim

We officially welcomed our two newest members, Jayden and Ebrahim, to Team 5840C! They got straight to work, with Ebrahim helping to motorize the flywheel and Jayden working with Omri on the new ramp prototype. We're excited to have them on board and see them make their mark on the team.

Images



Motorizing the Flywheel

With the flywheel structure in place, the team's main goal was to motorize it. New member Ebrahim is pictured here carefully mounting the motors. Getting the alignment just right is critical, as we need this system to be powerful but also want to keep the mechanism as light as a feather.



New Members Ebrahim and Jayden

Jayden and Ebrahim were great additions to the meeting's workflow.



Parallel Prototyping

While the launcher was being motorized, Omri and Jayden began work on a parallel prototype: a large conveyor ramp. This subsystem is being explored as a potential scoring mechanism or for field element manipulation.

Room for More?

While we're thrilled to have Jayden and Ebrahim, our team might not be done growing yet! A few more new members may be joining 5840C in the coming weeks as the season gets into full swing.

09-30-25

09/30/25 · ENTRY

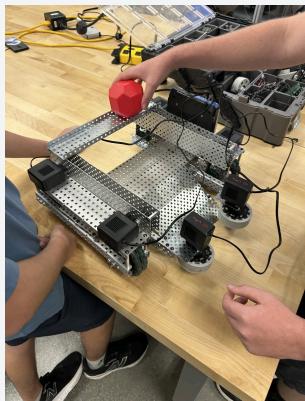
ABSTRACT

- Conducted a strategic review of the flywheel prototype and identified its limitations as a primary scoring mechanism.
- Redefined the flywheel's role to be collection and storage of scoring objects.
- Determined the necessity of a second, dedicated scoring system to be designed in upcoming meetings.
- Welcomed our newest team member, Aiden!

Redefining Roles: A New Two-System Strategy

This meeting marked a major strategic pivot. After analyzing the geometry of the field and the goals, we concluded that our flywheel mechanism, while effective for intake, is not viable for scoring. Its angle and position make it unable to deposit objects effectively. Therefore, we have redefined the robot's architecture: the flywheel will now be a dedicated collection and storage system. Our primary design focus moving forward will be the creation of a completely separate, secondary mechanism dedicated solely to scoring.

Images



Analyzing Mechanism Limitations

The main activity of the meeting was this hands-on analysis. By manually placing a scoring object on the robot and aligning it with a goal, we visually confirmed the flywheel's inability to score. This simple test was the catalyst for our decision to pursue a two-system design, as it clearly demonstrated the need for a different mechanism to handle the final step of scoring.



MICAH PICTURE!

A wild Micah appears during the strategy pivot.

And Another One! Welcome Aiden

The team continues to grow! This week we welcomed our newest member, Aiden. He's jumping in at a great time as we start to define our robot's core strategy for the season.

Images



New Member Aiden

Aiden getting familiar with the team and the current robot build. (We'll get a better picture soon, I promise)

O C T O B E R

10-07-25

10/07/25 · ENTRY

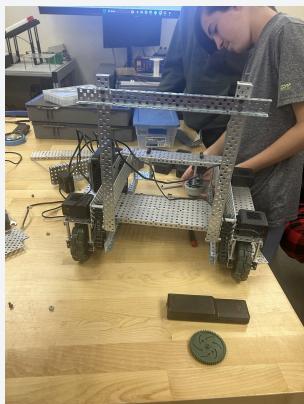
ABSTRACT

- With a competition on the 18th, the team began construction of the secondary scoring system.
- Formal lead designer roles were assigned: Aiden for the scoring system and Micah for the intake/drivetrain.
- Welcomed new member Michael to the team.
- Jayden was assigned to shadow Matthew in programming to build team depth.

Countdown to Competition: Defining Roles

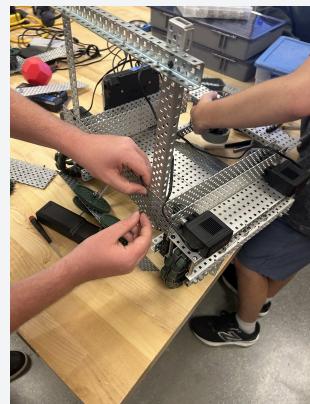
With our first competition scheduled for October 18th, we've kicked into high gear. To streamline our workflow, we have formally designated lead designer roles. Aiden will be the lead designer for the new secondary scoring system, while Micah will continue to lead design on the intake and drivetrain. This division of labor will allow for parallel development and faster iteration as we push to be competition-ready.

Images



Framework for the Scoring System

Work began immediately on the new scoring system. The image shows the initial vertical framework being built directly onto the chassis. This structure will eventually house the mechanism that deposits scoring objects into the goals.



Team Build in Progress

Multiple team members work together to assemble the new structure and begin routing wires. This collaborative effort is essential to meet our deadline for the upcoming competition.

Growing the Team: Welcome Michael & Programming Plans

We're excited to welcome our newest member, Michael, who joins us just in time for the pre-competition push! On the software side, Jayden has officially been assigned to shadow Matthew to build up the programming team's depth. Additionally, our mentor, Guzman, has requested that Matthew lead a basic coding tutorial for members of other teams, which is tentatively planned for October 14th.

Images



Aiden, Lead Designer (Scoring System)

Aiden, now leading the design for the new scoring mechanism.



New Member Michael

Our newest member, Michael, joining the team during a busy build week.