**Offensive/ Defensive Strategy**

Upon the release of the 2017-2018 game rules and point system, we began the creation of our strategy. After many days of analyzing the game and field, we were able to create a strategy. Our basic game plan consisted of getting the most amount of points in the shortest amount of time allotted with little effort exerted.

In order to adhere to the plan, we needed to collect the mannequin due to its time bonus and a number of points that it would increase the accumulated 120 points by a varying sum that can improve our overall score quite drastically. Following the collection of the Manikin, we focused our energy on the collection of the print drums. Knowing that the cans would vary in weight picking them all up at once was not a viable option when manually controlling the robot from afar plus designing a mechanism capable of picking all three of them in an upright orientation would prove too difficult. In order to work around this, we determined that ramming the robot into the paint cans and knocking them over would make it considerably easier for the robot to roll the cans onto some sort of bed horizontal orientation rather than attempt to pick it up with a claw. Using this method, we would aim to collect two out of the three cans.

Finally, the robot will return to the start box where the spotter would begin loading the balls for it to shoot at the fire cups and aim to hit the fire by driving next to score as many points as possible during the rest the allotted time. The reason for doing it last is the limited amount of shots we would have and small frequency of us hitting the cup resulting in the accumulation of points.