

STUDENT ROBOTICS 2021

VIRTUAL KICKSTART

KICKSTART 2021

1. What is Student Robotics
2. Schedule for the year
3. The simulator
4. Creating your robot
5. The game
6. The rest of today

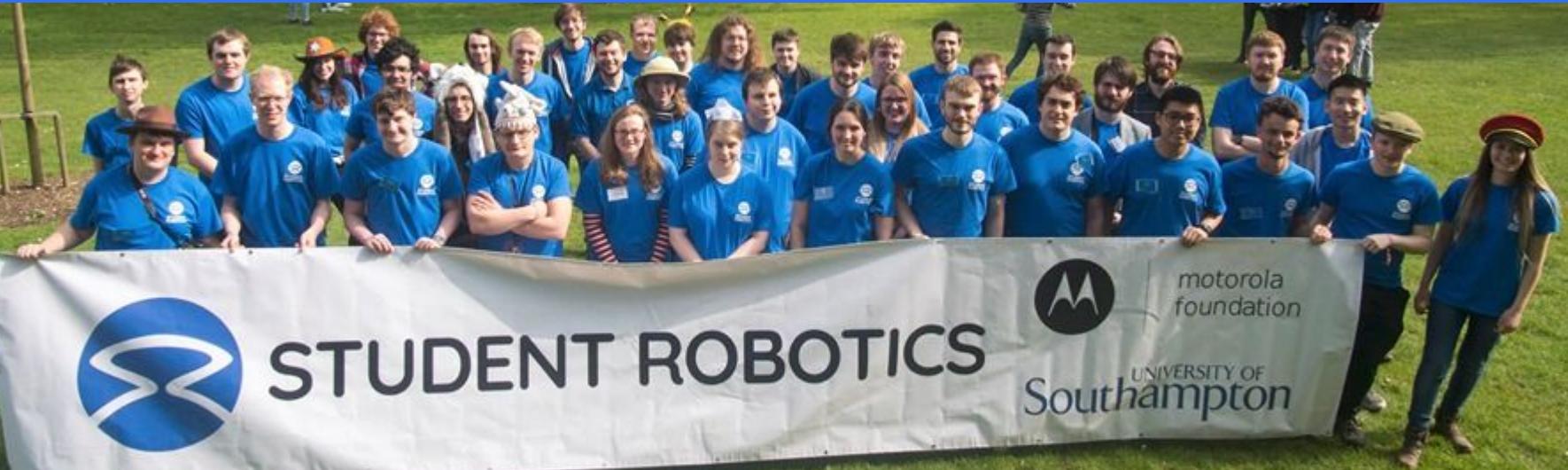
WHAT IS STUDENT ROBOTICS?



The Volunteers

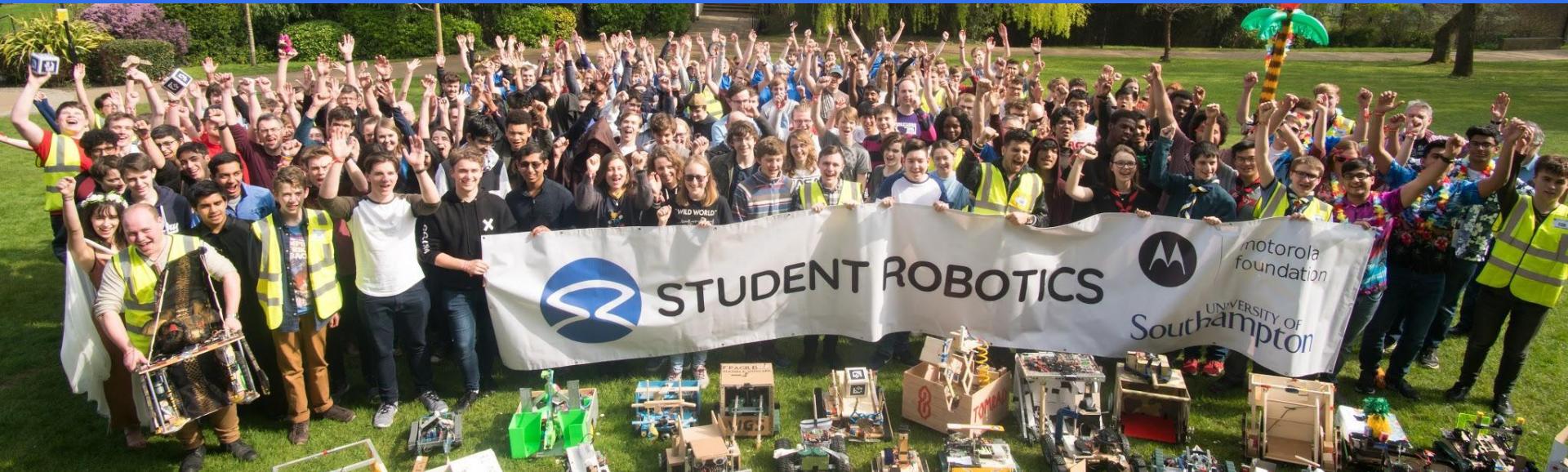
We may be nerds, but we aren't scary!

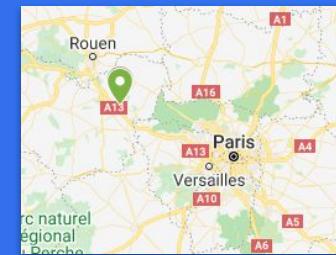
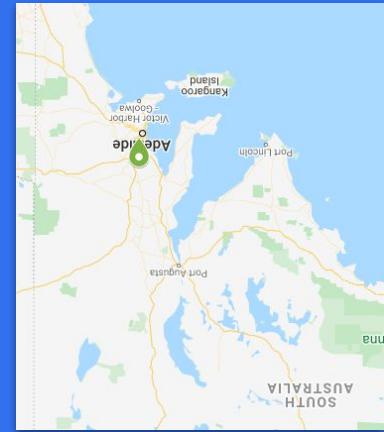
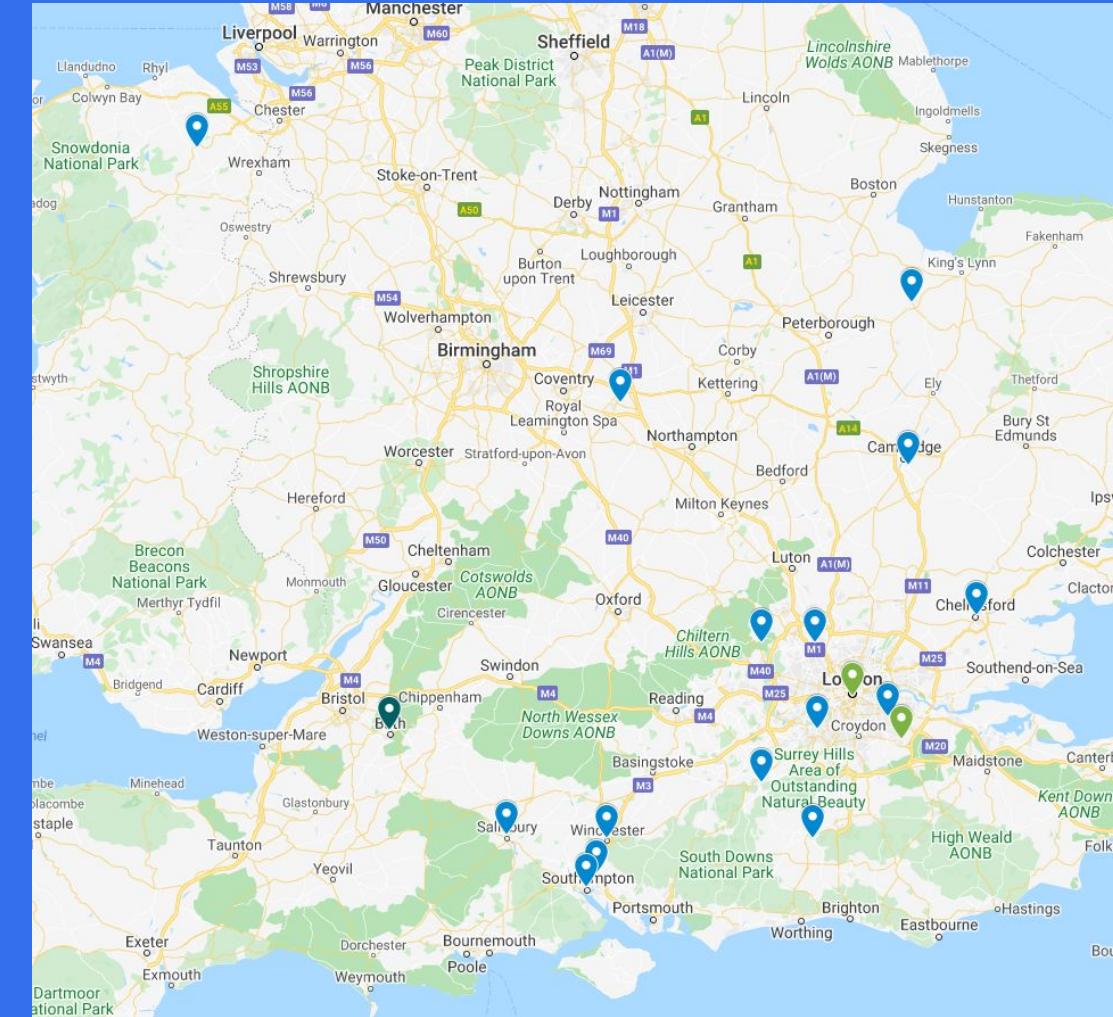
We're here to help!



The Teams

There's n of you!
(not all in this room)





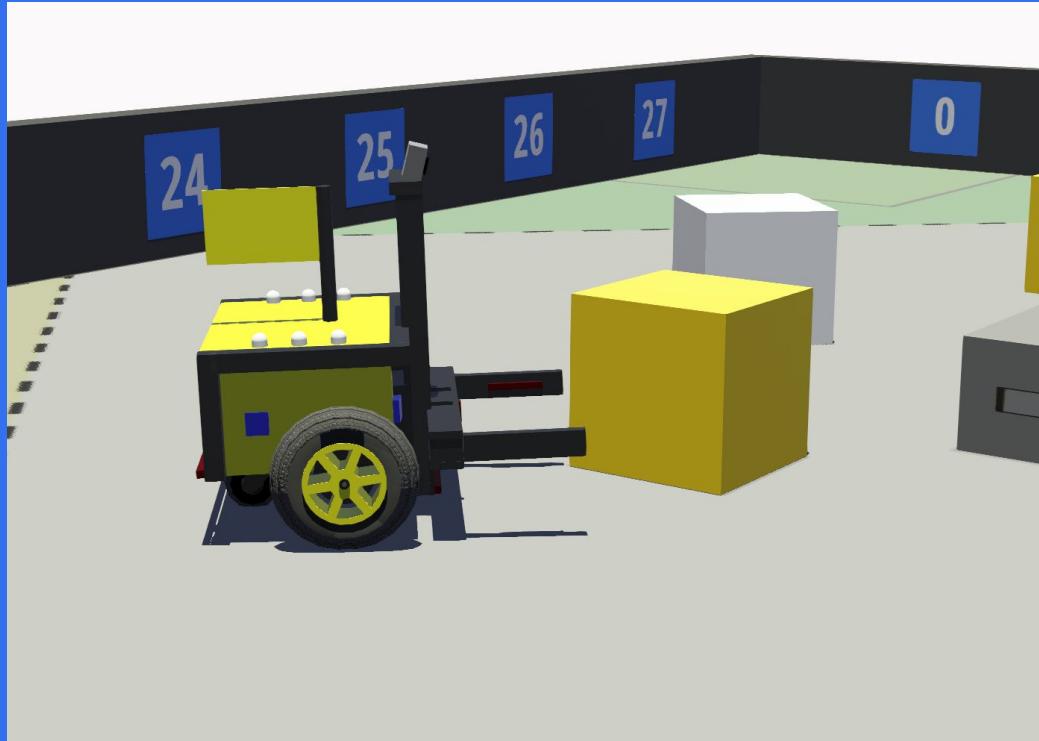
Schedule for the year



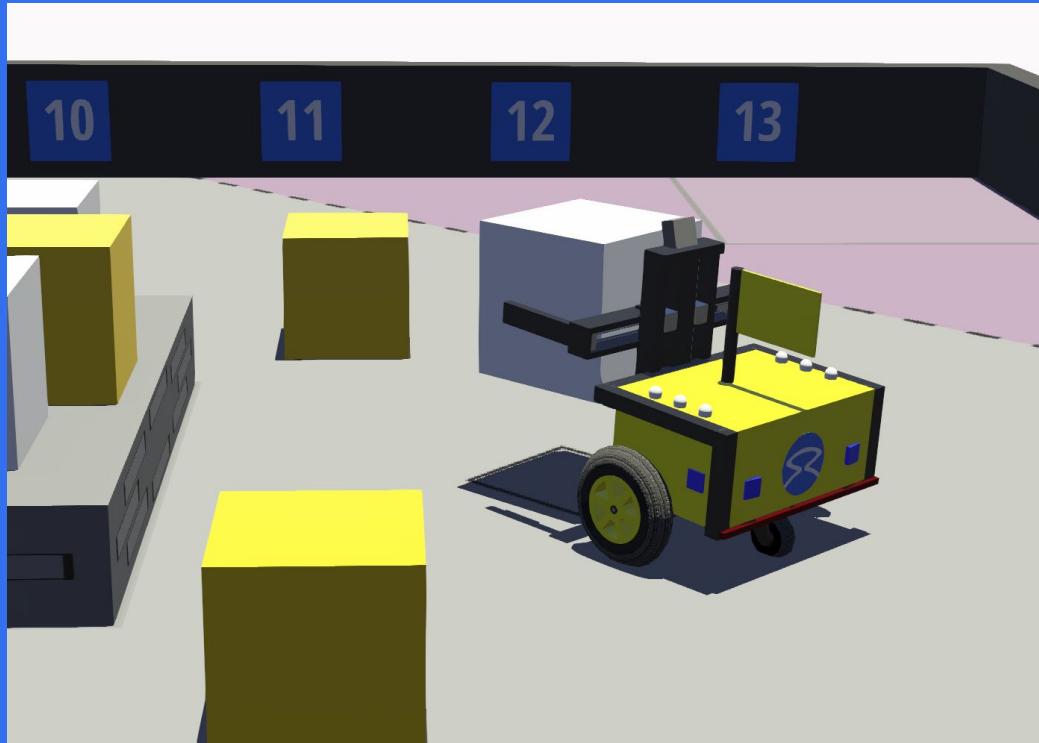
6 MONTHS

You have **ONLY** 6 months to...

Get your robot moving



Do some things



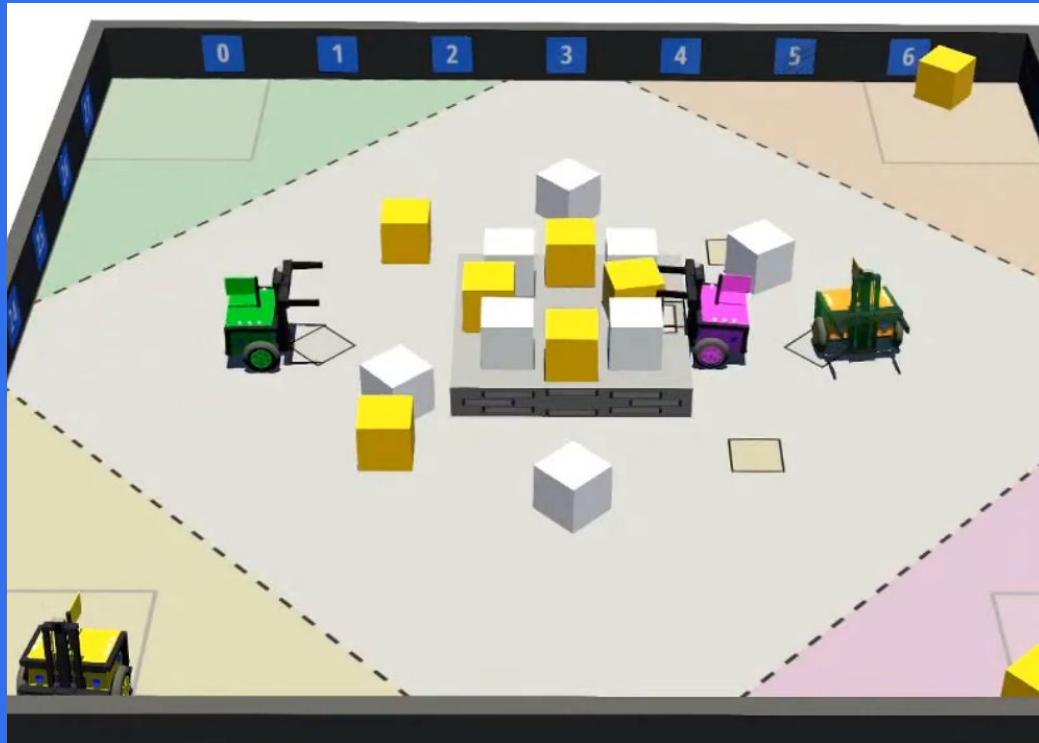
Meet some robots



Compete,



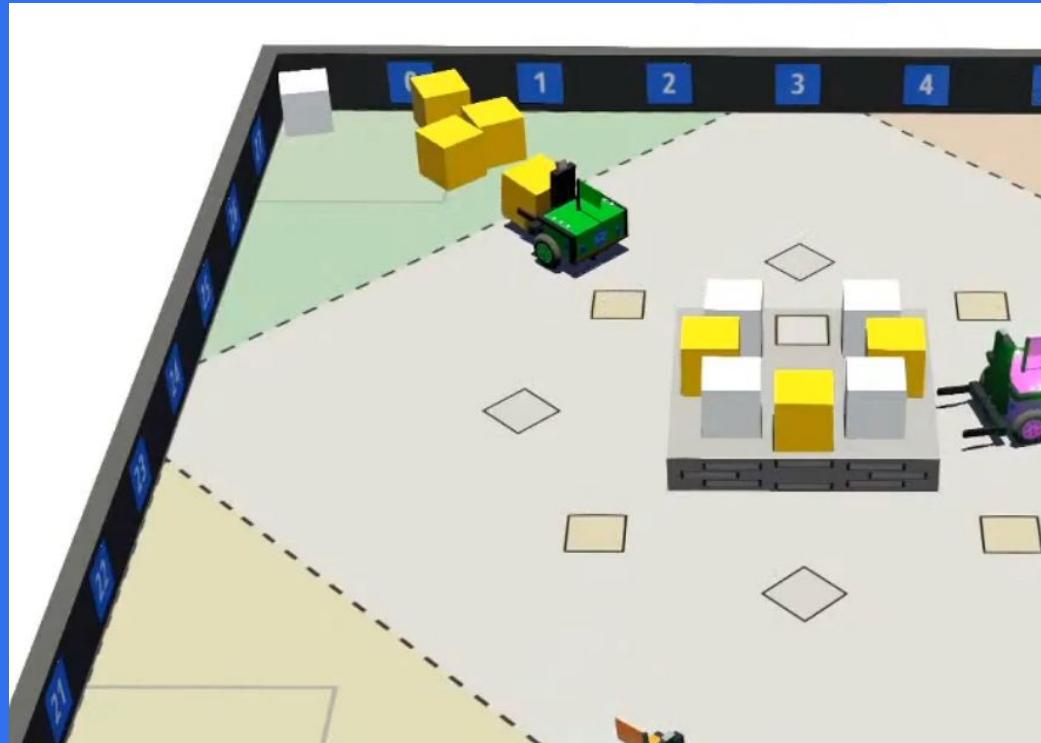
Compete more,



Compete more er



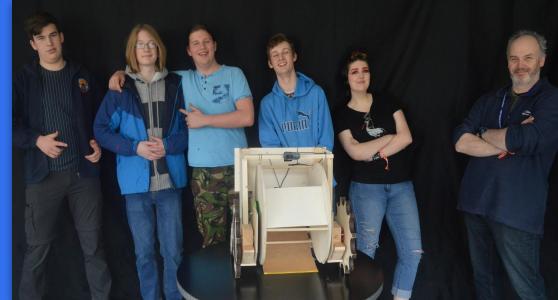
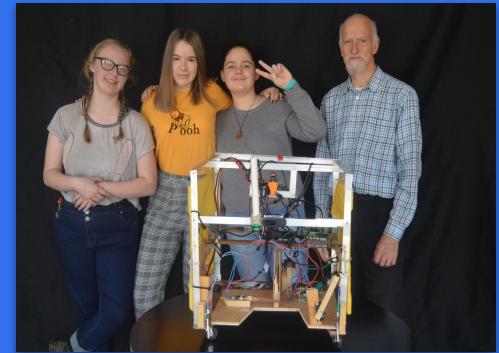
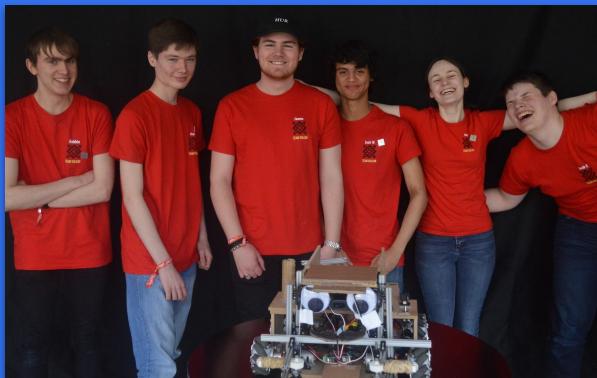
Score some points



Win some prizes



Have fun!



The League

Position ^	League Points	Game Points	Team ♦
1	111	90	KSF: Kenilworth Sixth Form
2	103	72	LSS: Lawrence Sheriff School
3	98	60	JAM: JAMDynamics
4	93	53	SWI: South Wilts Grammar School
5	90	46	HRS: Hills Road Sixth Form College (first team)
6	88	37	HRS2: Hills Road Sixth Form College (second team)
7	82	44	MAI: Gymnasium Markt Indersdorf
8	75	36	KEV: King Edward VI School
9	70	16	HSO: Headington School
10	57	27	WGS: Wisbech Grammar School
11	51	5	TPS: Perse School
12	0	9	SEN: Southend High School for Boys

The Knockouts

QUARTER 1 (#48)

15:10:00

-	HSO
HRS	KSF

QUARTER 2 (#49)

15:14:00

MAI	TPS
JAM	-

QUARTER 3 (#50)

15:18:00

-	SWI
KEV	SEN

QUARTER 4 (#51)

15:22:00

LSS	WGS
-	HRS2

SEMI 1 (#52)

15:31:00

MAI	KSF
HRS	JAM

SEMI 2 (#53)

15:35:00

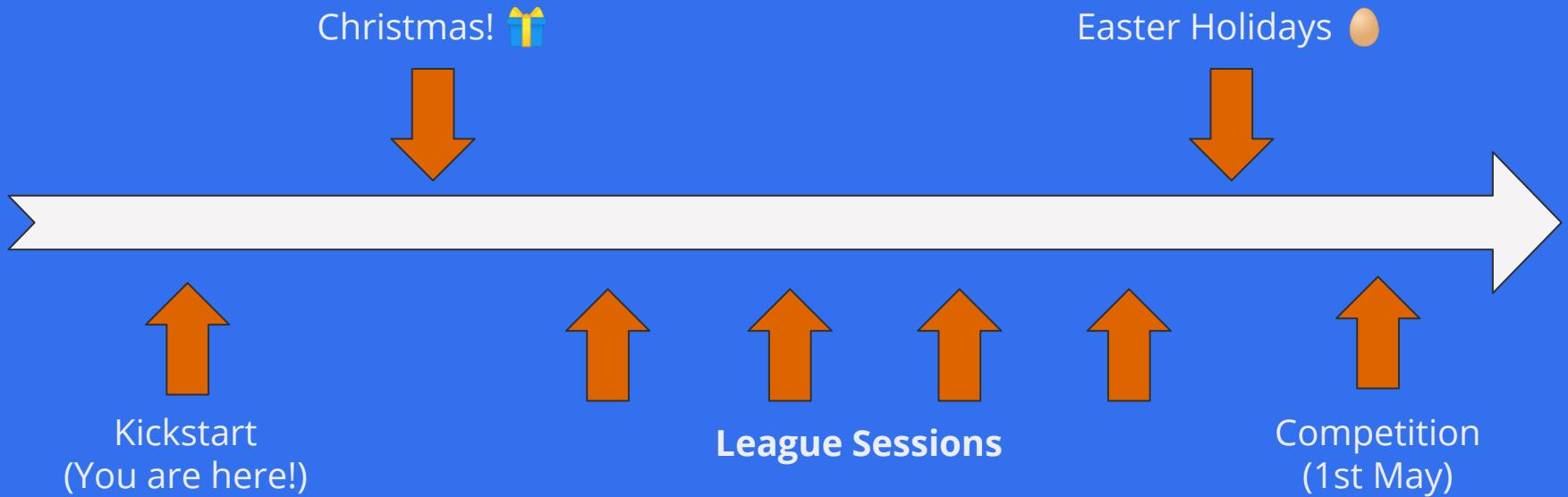
SWI	KEV
HRS2	LSS

FINAL (#54)

15:49:00

KSF	HRS2
LSS	JAM

League Sessions



League Sessions

Kickstart	21st November 2020
League Session 1	16th January 2021
League Session 2	6th February 2021
League Session 3	20th March 2021
League Session 4	24th April 2021
Competition	1st May 2021

Recommended Steps

1. Think about
 - Game strategy
 - Sensors
2. Iterate
 - Small improvements
 - Keep it working
3. Testing, lots and lots of testing

General Tips

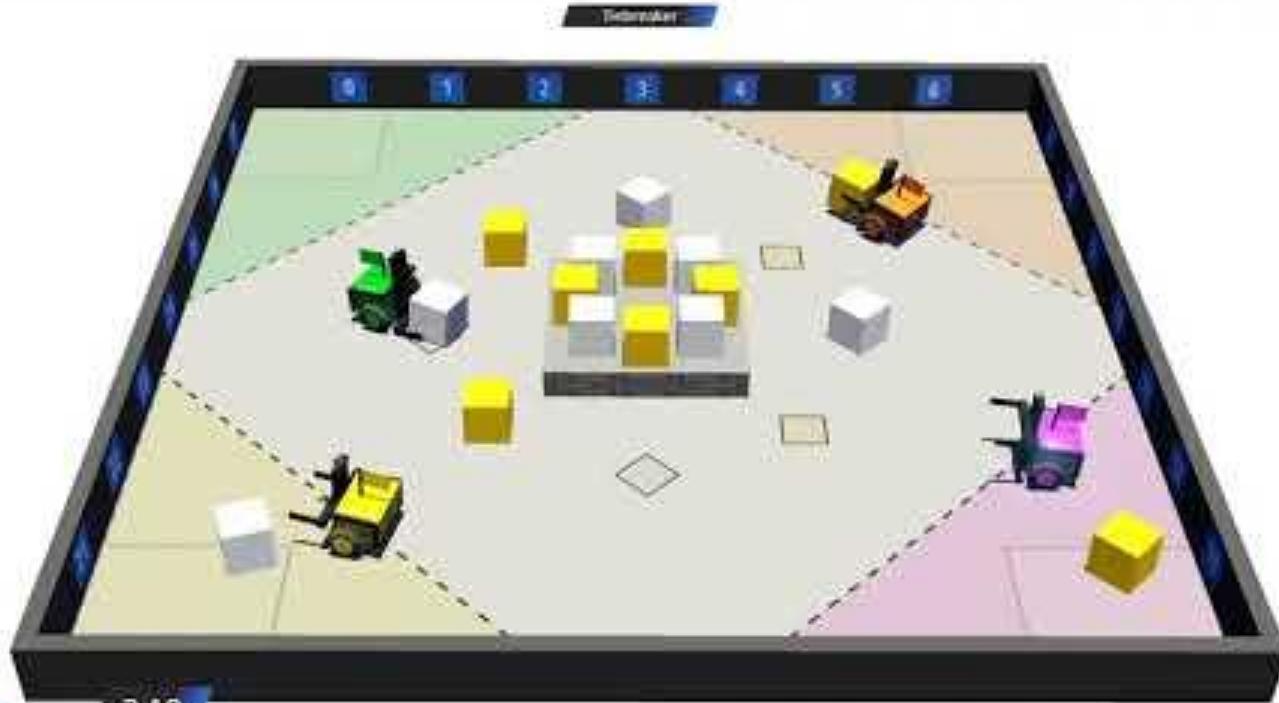
Need some help?

- Volunteers
- Tech Days
- Discord
- Bus factor
- Keep it simple
- Test early, and often

THE KIT

THE SIMULATOR





2:10

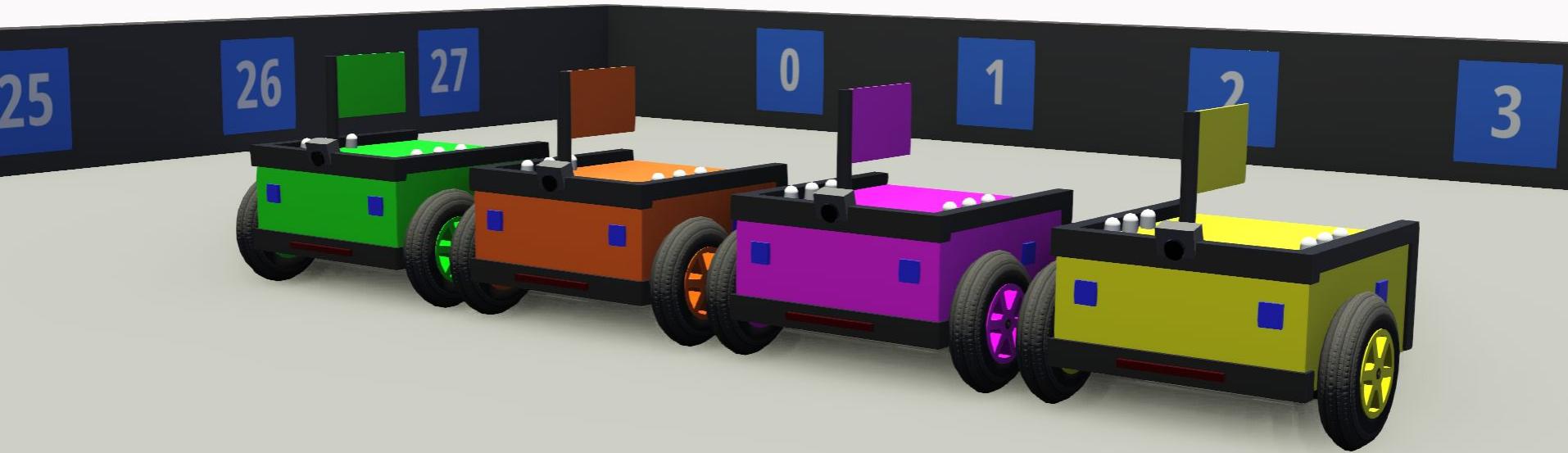
HSS: Hills Road Sixth Form College

KSF: Kenward's Surf Farm

LSS: Lawrence Sheriff School

JAM: JAMdynamics

YOUR ROBOT





- Distance sensors
- Radar
- Bump sensors
- LEDs

YOUR CODE

Your Code

- Python 3.7
- Local Development
 - Versioning
- Multiple robots at once



DOCUMENTATION

Read The Docs!

They're really useful!

Introduction

Simulator

Programming Time

IDE

- Code Checking
- Creating a Project
- Finding Things
- Getting Code on the Robot
- Good Commit Messages
- Shortcuts Menu
- User Settings
- Version Control

Kits

- Assembly
- Batteries
 - HKE4 Charger
 - IMAX B6 Charger
- Brain Board
- Motor Board
- Power Board
- Ruggedduino
- Servo Board
- WiFi

Programming

- Python
- Functions
- Libraries
- sr
 - Motors
 - Power
 - Ruggeduanos
 - Custom Firmware
 - Servos
 - Vision
 - Markers
 - Git Repositories

Rules

- Game Rules Archive

Troubleshooting

- Python
- Interactive Troubleshooter

Tutorials

- Basic Motor Control
- Python

Team Admin

- Discord Server
- User Accounts
- Kit Shipping

INTRODUCTION

There are a number of sections in the documentation, offering help for the [IDE](#), the [kit](#) and [programming](#). Under the [tutorials](#) section, a number of these things are combined to help you understand what you can, or need, to do. Navigation of the documentation can be done using the column to the left, where everything is arranged alphabetically in the aforementioned sub-sections.

Within this documentation, you will come across a number of boxes like this:

```
# code example
```

These are code examples provided to help you.

From time to time, you may come across some warnings such as the following:

Charge Your Batteries!

It would be advisable to take note of these, especially that one! You will also come across some blue boxes providing information, similar to the following:

Some useful information... like the information given in the information box above.

studentrobotics.org/docs

Our documentation

Discord

- Communicate with us and your fellow teams
- Get support
- Share tricks
- Brag about how good your team is!

Teleporter



2:10

HRS6: Hills Road Sixth Form College

KSF: Kenward's Sheep Farm

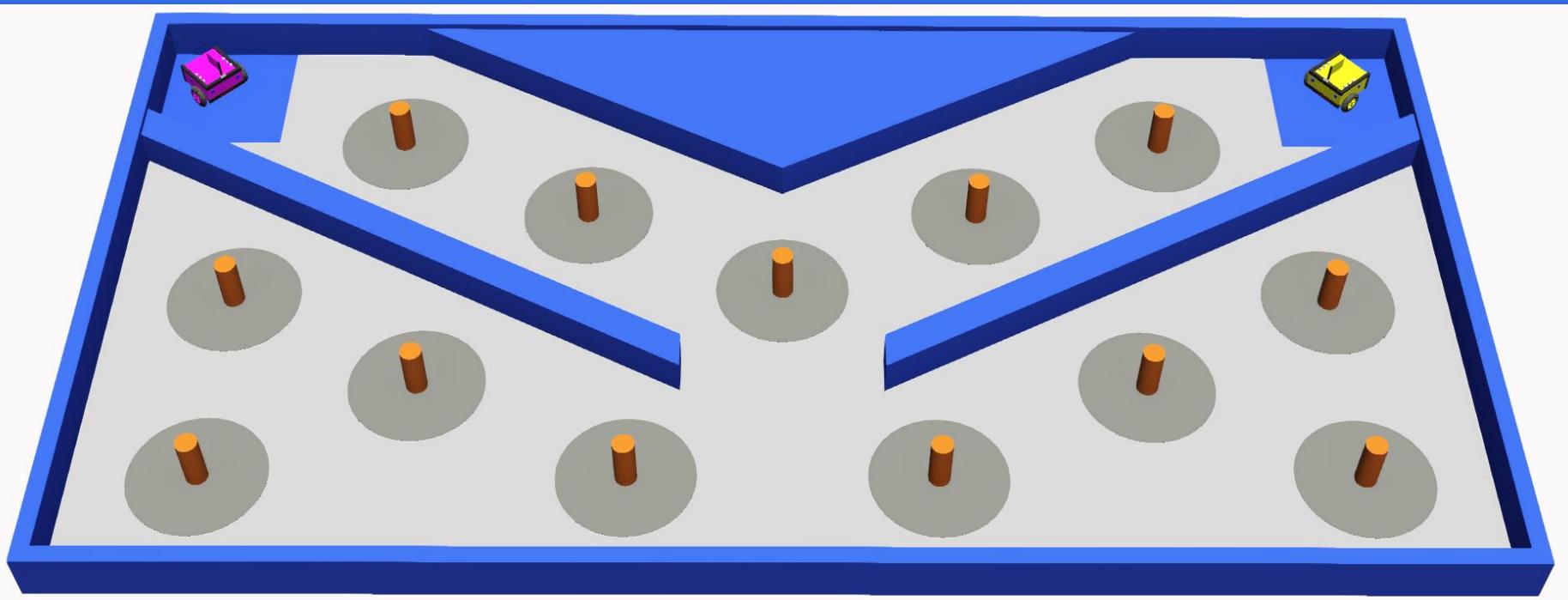
LSS: Lawrence Sheriff School

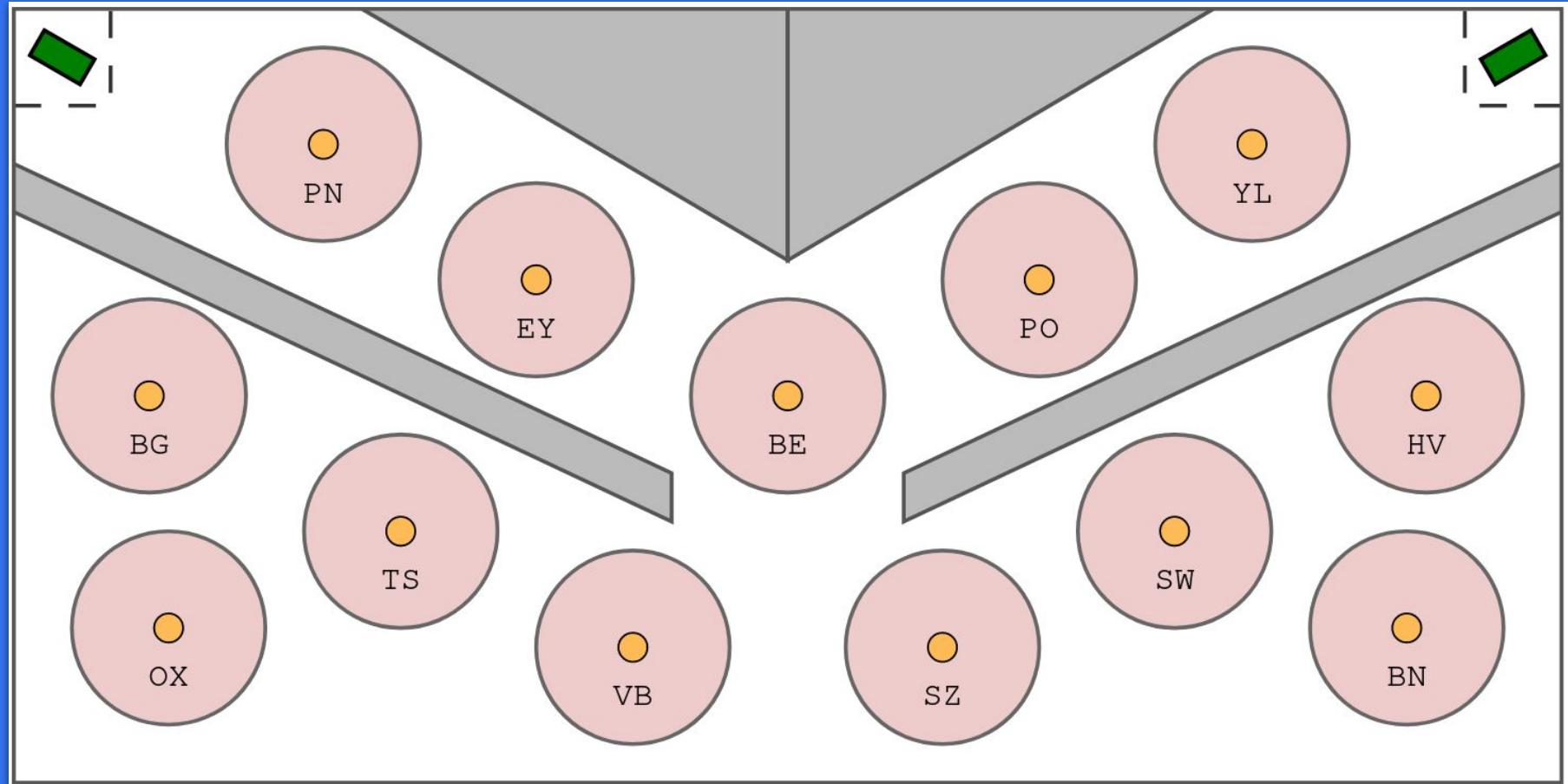
JAM: JAMdynamics

THE GAME

The moment you've all been waiting for!

Radars of the Lost Ark





The Rules

Read them!

They're **very** helpful!

Student Robotics 2020 Rulebook

1st Revision

October 24, 2019

The following defines the rules and regulations of the Student Robotics 2020 competition. The latest version of this document can be found at <https://www.studentrobotics.org/docs/rules/>.

1. Game Rules

1.1 The game, called **Two Colours**, will be played in the arena defined in section 3.3. The objective of this game is to capture the most tokens, but without mixing the two colours.

1.2 Before a match begins, participating teams must:

- a) Present their robot in the staging area, adjacent to the arena, before the scheduled close of staging time. The staging area will be clearly marked on the day.
- b) Attach a robot flag. Robot flags will be provided by Student Robotics officials in the staging area. Section 3.2 provides more information about these flags, as well as their dimensions and mounting requirements.
- c) Follow the directions of the match officials.

Teams that fail to comply with these rules—such as by arriving late—may forfeit the match, at the discretion of the judge.

1.3 A match lasts 150 seconds.

1.4 There will be a maximum of 4 robots in a match.

1.5 Robots will be started by, or at the direction of, match officials.

PRIZES

They're what points mean!



First Place

Second Place

Third Place

Obviously!

Rookie Award

Highest placed rookie in the league

Online Presence

For those teams who are active online

Committee Award

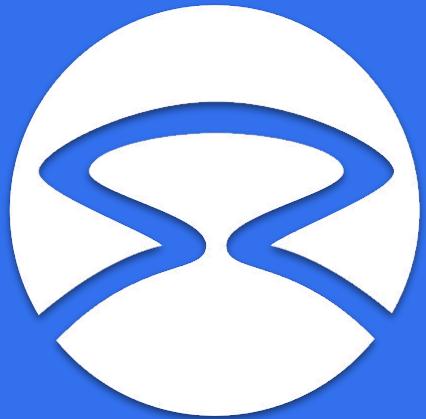
For ingenuity & elegance in robot design

THE REST OF TODAY

Microgames!



QUESTIONS



GOOD LUCK!