

Sunday: JAN - 8

Overall Goals

- Understand game and rules.
- Finalize strategy.
- Continue brainstorming design.
- Begin prototyping and mocking up subsystems.

Drive / Gear / Shooter / Climber

- Continue designing / brainstorming.
- Begin considering what materials you may need.
- (Note Drive: Your deadline is much tighter than the other subsystems)

Programming

- Begin training of best build practices.
- Understand competition goals and plan teams.
- Report a tentative schedule.

Electronics

- Be aware of other design processes and how they affect E-Board

Administrative

- Sort out schedule on Gantt chart
- Break team down into teams to begin build process