

Strategy and Attributes list

Before designing and building a robot you need a clear idea of what it needs to do and any limitations there are such as size, weight, etc. This gives you the abilities or attributes your design needs to include.

Take a minute to look at the 2008 FRC game challenge - Overdrive:

Limitations:

- | | |
|--|---|
| 1. 120 pounds total | 5. Display team # and sponsor name/logo |
| 2. 38 inch x 28 inch x 60 inch starting size | 6. Cost not to exceed \$3500 + KOP |
| 3. expand during play to 72 inch cylinder | 7. Follow electrical, pneumatics reqs |
| 4. 4 CIM motors (may have others in kit) | 8. May not tip/push other robots |

What the robot needs to do for the challenges:

Autonomous:

Tele-Operated:

End Game:

Look at instructions above and determine what attributes your robot needs:

- | | |
|----------|-----------|
| 1. _____ | 7. _____ |
| 2. _____ | 8. _____ |
| 3. _____ | 9. _____ |
| 4. _____ | 10. _____ |
| 5. _____ | 11. _____ |
| 6. _____ | 12. _____ |