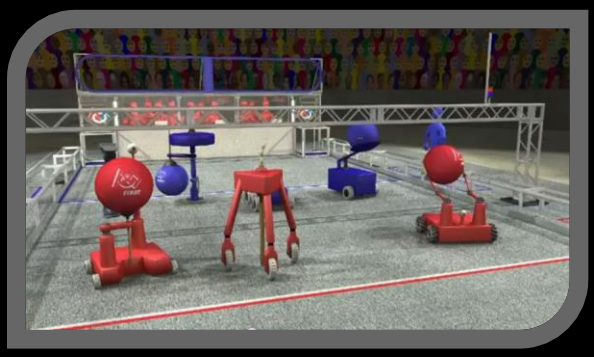
Team Neutrino

Newsletter Week #1

Kickoff

Team Neutrino was excited to watch the global broadcast at this year's kickoff and game, Aerial Assist, on January 4th. We were a bit shocked at how FIRST could come up with such a unique game, but we started reading the rules and brainstorming strategies right away.



Aerial Assist

Aerial Assist is played on a 25' x 54' field. Alliances of three robots each will compete by shooting their ball into their respective goals. There are two 10-point goals and six 1-point goals for each alliance. Robots will assist each other as they try to pass the ball down the field into one of the goals.

Brainstorming

On Saturday, we started brainstorming by figuring out which strategies would score the most points. Then, on Monday, we brainstormed shooter designs, and came up with a catapult and a slingshot idea. We also thought of several pickup ideas, which we also started prototyping.

Prototyping

Thanks to our access to Boyd lab at ISU, we were able to start prototyping this week. We built working wooden models of two of our shooter ideas, and a pickup idea that we can modify. One of our prototypes can be seen in the picture to the left.

Coming Next Week: Next week, we hope to continue CADD'ing, and continue our design process.