



Team Neutrino

Newsletter Week #1



Kickoff

The 2016 Build Season began on January 9th with the worldwide reveal of FIRST Stronghold. We watched the official [game animation](#) then split into small groups to read the rules. As a full team, we discussed game strategy and potential drive trains.



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Programming

This week the programming group completed code to run the drive train. They also started on code to process imagery from a robot-mounted camera.

CADD

We chose to build a 6-wheel drop-center drive this year. Our CADD team started designing the drive train, the shooter, and the intake mechanism this week.

Prototyping

The game this year requires capabilities to cross defenses, shoot boulders, and scale the opposing castle. Our prototyping group focused on creating prototypes for the shooter mechanism and building some of the many field elements. We also rewired the 2014 robot for outreach events.



Coming Next Week: We'll be volunteering at the FLL State Championships!!