



# TEAM NEUTRINO

## 2023 Week 1 Newsletter



### Kickoff!

It's that time of year again! New members got to experience their first Kickoff, and everyone was eager to learn more about the new robot game. After the big reveal, Team Neutrino split off into groups and spent time analyzing the manual and discussing strategy. To finish the day off, we had a full team meeting to settle our strategy priorities going into the build season.



### Strategy

For this season's game, CHARGED UP, robots can score points by placing cones and inflatable cubes on grids and balancing on a teeter-tottering charging station. During Kickoff, the team read the game manual and figured out what to do in order to score the most points in the least amount of time.



### Design and Prototyping

Team Neutrino has been looking at past robot games and using what we find to come up with new designs. We have done lots of prototyping to test all sorts of different ideas until we decided on a final design concept. After a productive first week of design, the team started the CAD process.



### Awards

We made great strides in completing this year's rough draft of the Impact essay and executive summary. We also responded to Liberty Robotics, Team 1764, who reached out to us for ideas and suggestions on how to start working on the Impact Award. This gave us an opportunity to help out another team and offer future collaboration.