



# TEAM NEUTRINO

## 2026 Week 3 Newsletter



### Controls

This week, the controls subteam experimented with different shooter codes using the testboard. Members also created new index logic to check if the hopper is empty and completed PID tuning. In addition, our drivetopoint/splinetopoint was developed and our proximity sensors has been figured out as well!



### Design

The design subteam has been working to design a robot with high potential for success at this year's competitions. They have been pushing through and even decided to design a turreted shooter so that the fuel game element can be propelled from angles different than the heading of the robot. Some parts have been manufactured and assembly started this week.



### Awards

Awards subteam members dug into the Impact Essay and are almost about to excavate a first draft! Key themes and passages were revised. The group also revisited the Executive Summary and did some great work cutting down each question to below 500 characters while keeping content concise.



### Scouting

These past two weeks, the scouting subteam discussed and set a framework for the new scouting app based on the 2026 game. Afterwards, members split up to design and work on different pages of the app. They also simulated a match to test how accurate the balls could be counted to determine how scored fuel would be recorded.