

# Huntington County 4-H Robotics

## Team THRUST 1501

### Kickoff Process

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#### Saturday

Purpose of Day - Capture and collect all game strategies and any and all emerging robot developed by team brain storming processes. All ideas will be captured.

#### Team Building Activity

From activity above, select personnel leaders

Divide room into 3-4 smaller groups, count off people 1,2,3,4. Etc.

Assign a group leader from each small group

Assign a note taker from each group

Assign a timekeeper from each group

Review game animation one more time from recording or screen capture if possible.

As a large group - no time limit – make sure everyone understands the game and rules.

List the rules of the game

Discuss the ways to score in the game

Each note taker records all notes onto their flip book.

Print and distribute game manuals to each small group.

Break into assigned small groups.

Groups develop a plan to implement as many strategies as possible based on game and rule facts provided.

TIMED: 45 minutes

Return to large group collect all strategies from all groups

Note takers record strategies into all groups flip books

Possibly give a "nick name" to each strategies for fun.

Break into assigned small groups.

Groups try to develop a robot concept for each of the strategies - no limitation in concepts

Draw any robot frame works or sketches.

TIMED: 45 minutes

Return to large group

Groups present their robot concepts to play each strategy

No group decisions will be made on Saturday

Brainstorming Session dismissed.

## **Sunday**

Homework given to team

Calculate the maximum score for each strategy

Keep in mind these parameters:

Field Size: "x" FEET x "y" FEET

Last year the fastest robot moved: 16 feet per second

Our robot moved: 9 feet per second

Total time allowed for autonomous mode

Total time allowed for match play

Guesstimate the time to acquire the game piece with concepts given.

## **Monday**

Collaborate and decide on a strategy

Play a human game on strategy decided - does it work?

Revise, revamp.

## **Tuesday**

Collaborate and decide on a robot concept or few robot concepts.

Build proto type concepts to prove robot.