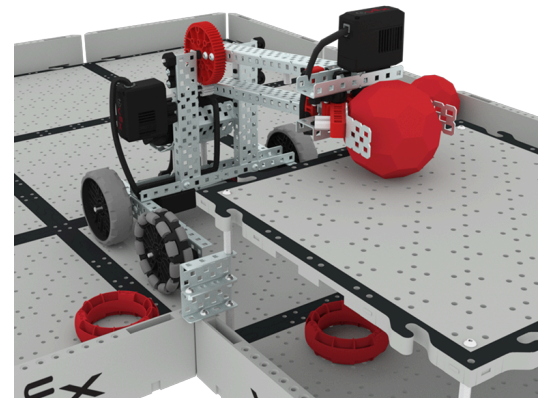


Moving Objects

Drive your Clawbot to score rings and Buckyballs on two different platforms.

How to Practice

1. Set up a 3'x3' Field with walls, with one additional Tile attached to the center of one side of the Field, as shown above.
 - [Build a Medium Platform](#), (approximately 15cm or 6in) to the additional Tile, as shown in the image above.
2. Set up your Clawbot, two Buckyballs, and two rings as shown in the image above.
 - Your first test should be using the Clawbot built from the instructions.
3. The goal of this activity is to use the built-in drive program and the Controller to drive your Clawbot to score two game objects on the lower platform, and two game objects on the raised platform.
 - Rings and Buckyballs can be scored in any order.
 - Any game objects that fall out of the Field during practice should be placed back in their starting position by hand.
4. Document the results of your trial in your engineering notebook.
 - How effectively could you manipulate a Buckyball? How effectively could you manipulate a ring?
5. Be ready to iterate! Select one thing to iterate on at a time, (ie. driver strategy, driver configuration, manipulator design, etc.), document that change, and test it.
 - What would help you score either of these objects more easily or effectively? Do you want to focus on driver strategy or manipulator design?
 - Test and document each design and strategy change you make, including how it affected your scoring outcome.



'LEVEL UP'

- **Score in Time** - Can you score all four objects in one minute? What about all four objects on the raised platform in one minute?

Pro Tips

- **Optimize your manipulators** - As you iterate on your robot, be sure to account for how well it manipulates both rings and Buckyballs. Try to optimize your design to more effectively score both types of game objects.