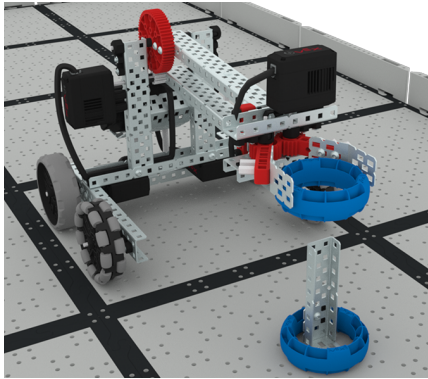




Coding Crunch

Code your robot to score both rings on the post in the fastest time possible!

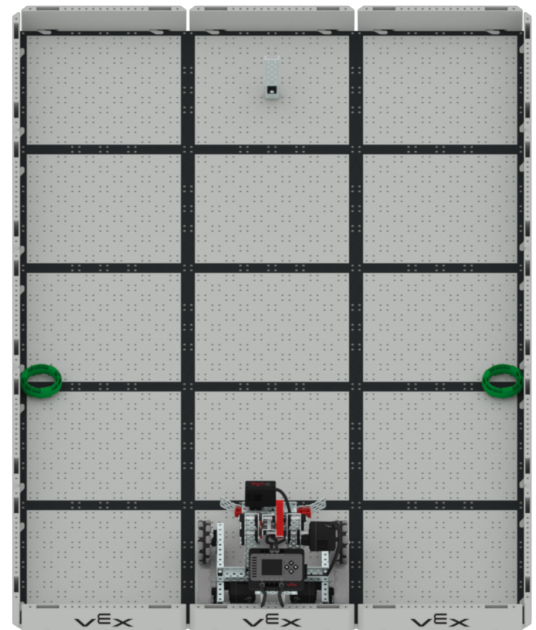
How to Play

1. Check your Field and Robot Setup:

- This activity is completed on a 3' x 5' Field with walls. The small post is attached to the center tile on one end of the field, as shown in the image to the right.
- Place two rings on the Field as shown in the image to the right.
- Place the Clawbot in the center tile on the opposite wall of the Field from the post, as shown in the image to the right.

2. Coding Crunch Challenge Rules:

- Coding Crunch is played with one robot in a timed trial.
- The object of the game is to create a VEXcode EXP project that codes your robot to grab and score both rings on the small post on the Field in the fastest time.
- Start the timer after calibration, once the VEXcode EXP project starts, and stop the project once when the second ring is scored, or the max time of two minutes is reached. You can also use the {When timer} block in your VEXcode project to stop the timer at 2 minutes.
- Rings must be completely around the post to count as 'scored'. Rings are not scored if they are hanging from the post or still touching the robot.
- If a ring falls out of the Field, hand-place it back in its starting location, without touching the robot. The timer does not stop.



Pro-Tip

Remember the arc of the robot's arm

- The Clawbot uses a 4-bar arm which has a slight arc when moving up and down. Remember to account for that arc when coding the robot to place the ring on the post. You may need to have the robot be slightly closer or slightly further away than originally anticipated.

