

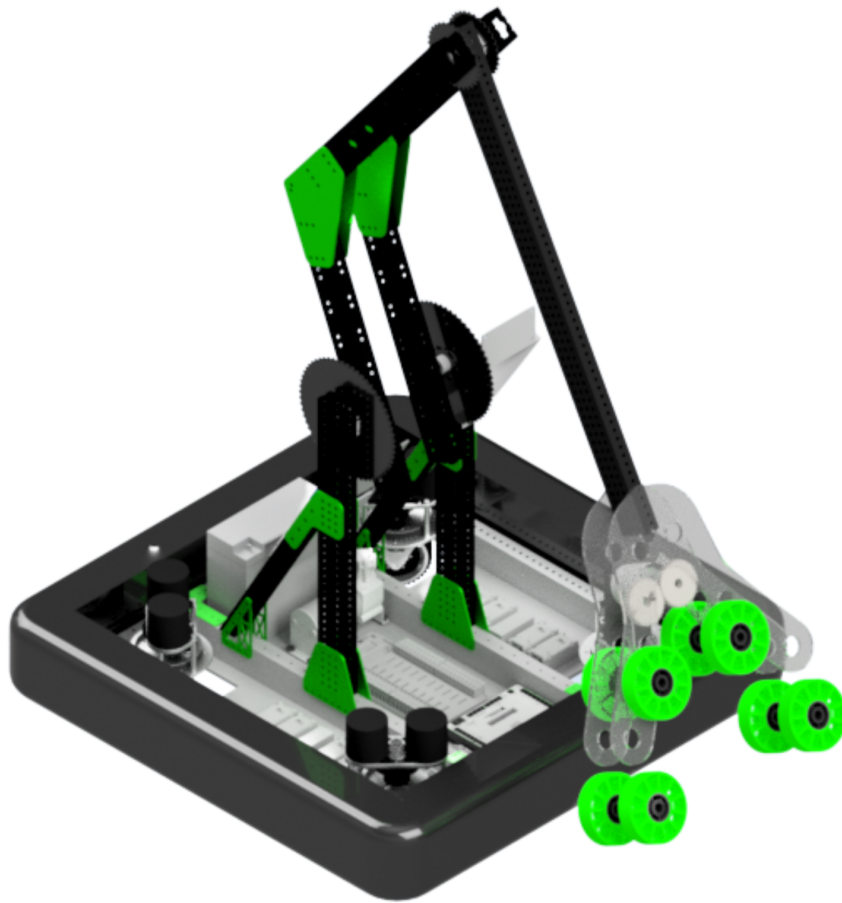


Table of Contents

I. Design Process

Pics of team/kickoff day

Pick up both game pieces	Demand
Place on all 3 rows	Demand
Place 6 game pieces alone	Demand
Place 9 game pieces alone	Wish
Engage the charge station during auto	Demand
Engage the charge station during endgame	Demand
Engage automatically	Prefer
Pick game pieces off of ground (upright position)	Demand
Pick game pieces off of ground (any position)	Wish
Score preloaded piece (auto)	Demand
Score 1 piece and pick up another (auto)	Demand
Score 2 game pieces (auto)	Prefer
10 second cycle time	Prefer
Vision align with april tags and reflective tap	Demand
Automated placing	Prefer
Max 110 lbs. for weight	Demand

Game Strategy

Pick up both game pieces	Demand
Place on all 3 rows	Demand
Place 6 game pieces alone	Demand
Place 9 game pieces alone	Wish
Engage the charge station during auto	Demand
Engage the charge station during endgame	Demand
Engage automatically	Prefer
Pick game pieces off of ground (upright position)	Demand
Pick game pieces off of ground (any position)	Wish
Score preloaded piece (auto)	Demand
Score 1 piece and pick up another (auto)	Demand
Score 2 game pieces (auto)	Prefer
10 second cycle time	Prefer
Vision align with april tags and reflective tap	Demand
Automated placing	Prefer
Max 110 lbs. for weight	Demand

Engineering notebook pics

