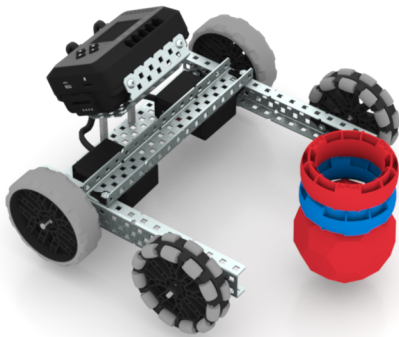


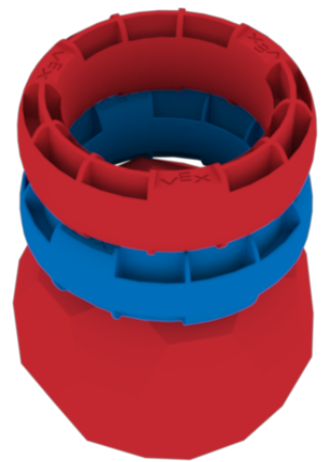


## Stack Crasher Challenge

Code the BaseBot to knock down a stack of game pieces!

### Step by Step

1. Build the [BaseBot](#) and open the BaseBot (Drivetrain 2-motor) template in VEXcode EXP. Create a stack of two Rings on top of a Buckyball.
2. Place the BaseBot at a starting location approximately 305mm (12 inches) away from the stack.
3. Create a project that uses Drivetrain blocks to move the robot towards the stack.
  - What blocks will you need to move towards the stack?
  - What order should the blocks be in?
4. Try to knock down the stack!

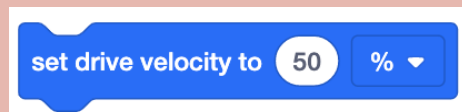


### 'LEVEL UP'

- **Many Stacks** - Add more stacks and try to knock down all of them.
- **Cube Crasher Race** - How fast can you drive to the stacks and knock them down? Time yourself or practice with a friend.

### Pro Tips

- The [Set drive velocity] block can be used to increase or decrease the BaseBot's velocity. The default velocity is 50%.



**Standard:** CSTA (2-AP-11) Algorithms & Programming - Create clearly named variables that represent different data types and perform operations on their values.