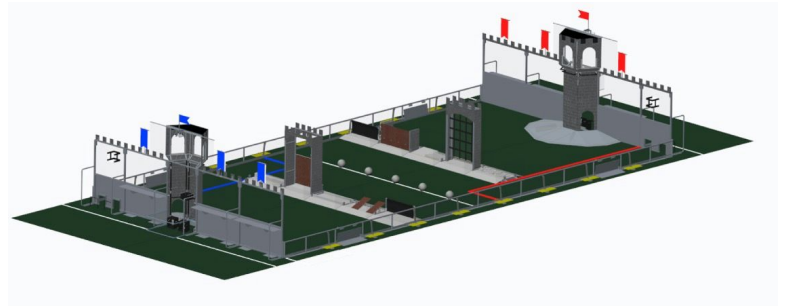


# Kick OFF Update



## The Game

The best time of the year has come once again, and that's build season! This past Saturday, January 9th every FIRST team in the world sat on the edge of their seat waiting for this year's game announcement. I'm happy to report we were not disappointed one bit. This year's game, Stronghold, has a medieval theme and consists of passing through a series of obstacles and scoring boulders into your opponent's tower. With enough boulders scored in your opponent's tower, the tower will become weakened and the opponent's flag drops. Once you capture the tower by surrounding it with your alliance's robots, your alliance's flag is raised, signifying your victory over the tower.



## Kick OFF Day

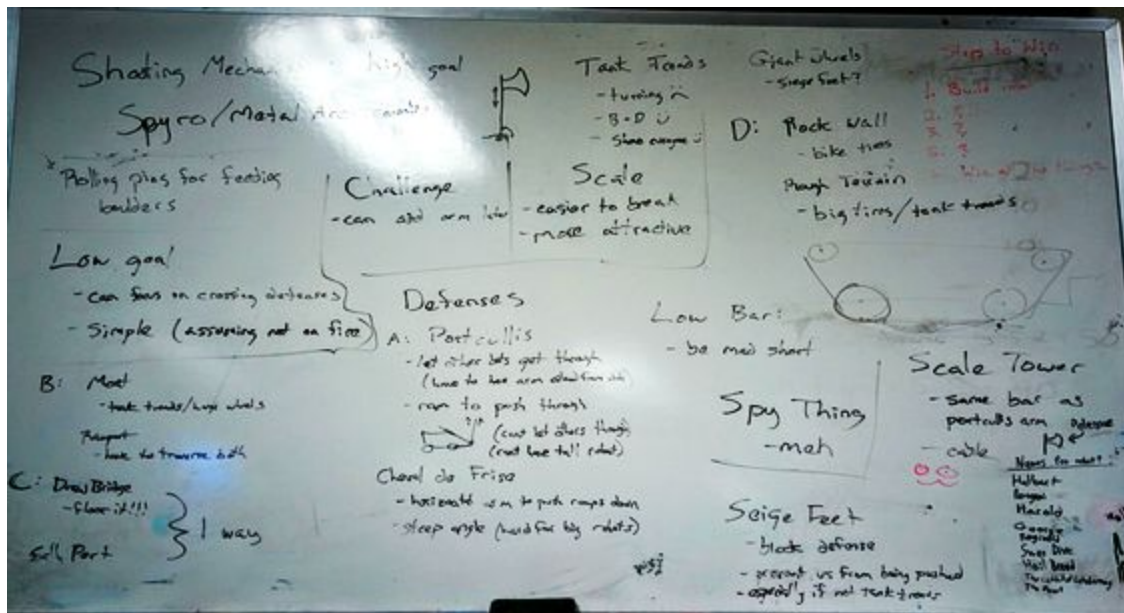
Early Saturday morning the Team sent of 4 representatives to Wolcott for the kick off. While they were there they picked up the kit of parts, met with other teams and got to see to see the game elements up close. Back at the build site, the remainder of the team gathered to watch the game animation produced by Disney. Once Team Paragon saw the game animation we got many copies of the game manual up and running around the build site. It was very important to the team that everyone understood the game as well as understood how we could get the most points without breaking any rules. Kids were also split up into groups and worked





through problems like calculating the maximum number of points possible to be scored in one match and figure out what features would be necessary to be successful in the game. These objectives encouraged students to read through the manual thoroughly and understand it completely. After giving the team the

opportunity to brainstorm in small groups, we shared our ideas with the rest of the team and recorded our thoughts on a whiteboard (below).



## Sunday Funday

After a long day on Saturday some of Team Paragon came back together on Sunday to continue working through our ideas and do our best to come up with the best design possible for our robot. Mr. Koenig led our discussion for the day which consisted ranking different features our robot could possibly have on a







scale of one through five based on whether or not it would help or harm us on each of the different possible obstacles. While this was happening we also had a great group of team members working to get a mock up play field ready for us. We also reviewed the contents of

the kit of parts we received from FIRST.

Once the team finished up brainstorming we decided to test out a few different wheel options we can up with and even sent a mentor to race to a tractor supply store right before it closed in order to get the perfect wheels. We scrambled together a few different prototype options including tank drive



tractor wheels and pushed them over the obstacles to see how well they held up. We're on a great track for the rest of the build season will started out regular build schedule on Monday!



If you would like to learn more about the team, or come to visit us contact [teamparagon571@att.net](mailto:teamparagon571@att.net) or check out the web site at [team-paragon.org](http://team-paragon.org)

## **Upcoming Events:**

Suffield Shakedown: Sat., February 20th

Stop Work/Bag and Tag: Tues., February 23rd

Watubury District Event: March 5-6th

Hartford District Event: April 1-3rd

## **~Addison & Sam**