



KickOff

Update

Team Paragon



It's Here! SteamWorks!

The day that the team has been preparing for has finally come. At KickOff, a game is revealed that the team will base their next several weeks on playing in the most efficient manner possible.

This is the time that students will each participate in their specific subgroups, such as programming, build, imagery or admin and be able to put their minds together in order to build an actual tangible robot. Read below to learn about this year's game and how Team Paragon has reacted to its release.

The Game

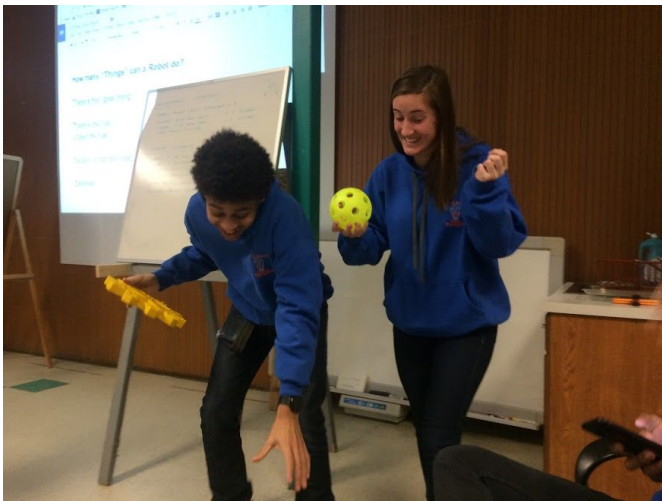
After much waiting, this year's Steampunk-themed game was finally announced. There are three main components to the FIRST Steamworks game, which include scoring wiffle balls (aka "fuel") into the boilers to gain points, collecting gears and bringing them to the central airship and climbing a rope at the end of the game. This is the first game ever in *FIRST* history where there are two human players on the field: actually in the airship! We are incredibly excited to see where our designs take us in this exciting game.

Saturday

Early Saturday morning, the team sent a group of 4 representatives to Wolcott High School for the big kick off announcement with numerous other teams. They picked up the kit of parts, discussed the game with other teams and got to see the game elements up close with members from *FIRST*. Back at the build site, the remainder of the team gathered to watch the game announcement themselves.

Once Team Paragon wrapped their heads around what the game included, the game manuals were unencrypted and the team split into groups to look it over. Everyone

worked as a team to calculate the maximum number of points that can be scored in a match (a lot) and started to sketch out possible design ideas. After giving the team time to study the manual and break for a brief lunch break, the team was ready to brainstorm all together. Most of the team came to the consensus that the gears and climbing the rope would be most important as features on our bot, and possibilities of a dump truck design were also discussed. Unfortunately, due to the winter storm our planning session was cut short: to be resumed the next day.



Sunday

The team reconvened on Sunday with more brainstorm discussion for important robot characteristics. Because the robot can only be one of two sizes this year and cannot have any external features outside of the bumpers, we could not take many ideas from recent years of robots. However, we toyed with various ideas involving use of our "dump truck" idea for both the balls and the gears. The thought was this design would be easier to catch the gears and balls when dropped into the playfield. After watching more videos of *FIRST* explaining different elements of

the game, our strong team of 6 students made sketches and notes about different robot ideas. The team eventually voted on a tall robot rather than a shorter one, and students even

looked at the FTC robot and their mechanism for launching balls (which may come in handy if we decide to do something like it!) Meanwhile, our dedicated mentors built the airship and the boiler to use for the future drive team to practice interacting with the field. The kit of parts we received from *FIRST* was also taken apart and counted for inventory. Finally, the RoboRio was wired up to the Power Distribution Board to load software and test the speed controls. Overall the session was a huge success and gave the team a huge jump start

to the next few weeks.

We are looking forward to the upcoming 6 weeks with this new game, and regular build season schedules will start up tomorrow!



Upcoming Events:

Suffield Shakedown - February 18th

Bag and Tag Day - February 21st

Waterbury Competition - March 3rd - March 5th

Hartford Competition - March 31st - April 2nd

-AMANDA AND JUSTIN 