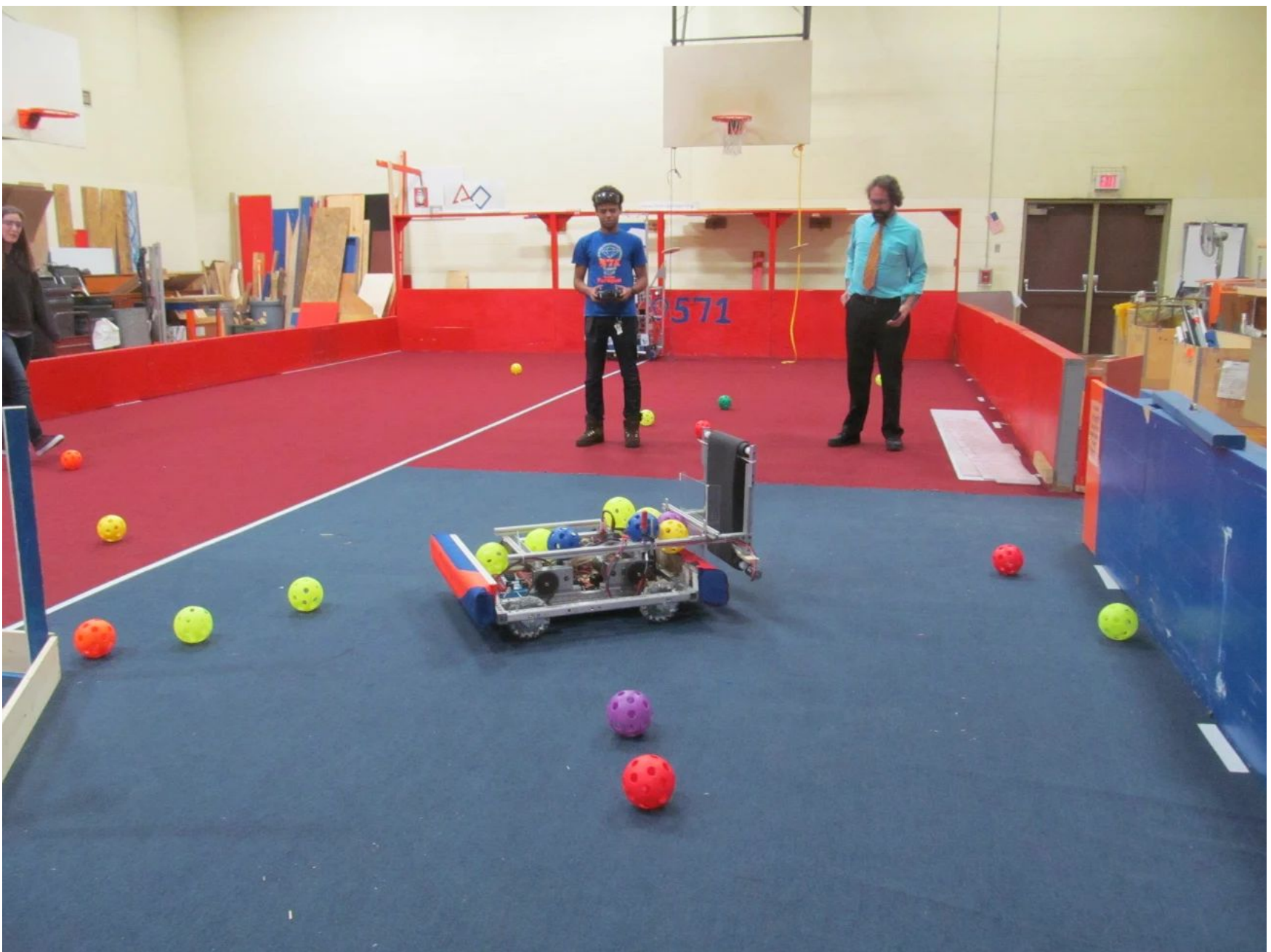




Week 2 Update

Team Paragon



Steaming Ahead!

All of the team's brainstorming is coming into fruition for this year's game. We continue to produce new ideas and scratch out old ones. Members enjoy the numerous small victories achieved so far in hopes that they form into a robot we can be proud of well after the season.

prototyping is in in high gear

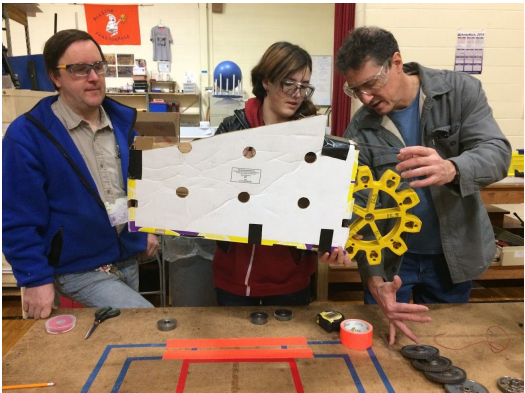
First, A Congratulations to the Blazing Spirits!

The Blazing Spirits recently participated in a regional competition in Greenwich. In addition to a motivation award, they fought hard all the way to semifinals! The team cceeded second place and even qualified for the FTC state championships! The hard work and effort of the Spirits has paid off.

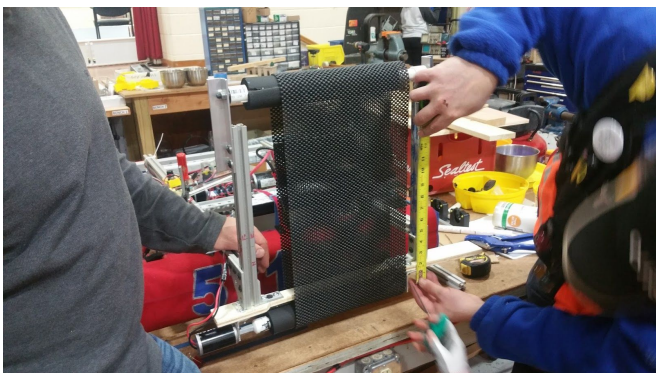
Build:



This week in build, the team started working more on the ball shooter mechanism, and managed to get it to shoot into the high goal! We are almost done incorporating a mechanism to count how many revolutions a motor turns, which can be used for the shooter to see how much the RPMs slow down after the balls go through, or for the wheels to make sure they are all turning at the same speeds. However, we are also discussing the possibility of not including a shooter at all, but just using a “dump truck” mechanism instead. This would work extremely well with the new belt design the team came up with to pick up balls on the field and put them in our robot. After practicing with a practice robot, we are currently working on getting a basket in place in the bot to hold the balls.



The gear mechanism is finalized, and build members are working on making a final version out of plastic to mount on the practice robot as well. The climbing mechanism was also experimented with this week. We tried climbing with a system of three wheels, and although that wasn’t fully able to lift Amanda (a stand in for the robot), hopefully with more experimenting we will find a reliable solution.



Imagery:

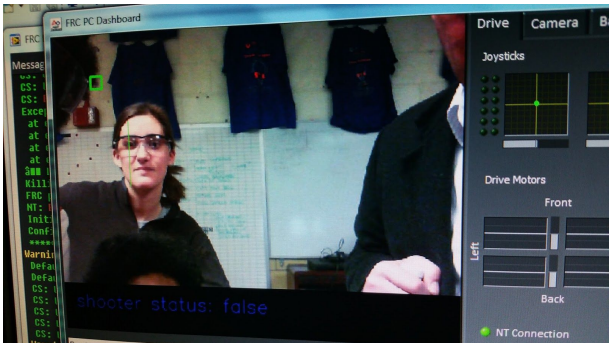


In Imagery, more work was done on the creation of the awards. The design is finalized and very steampunk oriented much to the team’s approval, and the imagery team is almost done assembling the second out of the six awards we need to make for the upcoming competitions (3 awards for each competition). The imagery team is working on our 2017 tee shirt design and has a plan for the sponsor side of the shirt



Programming:

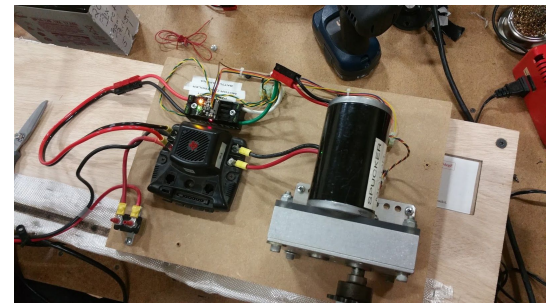
Programming follows a steady path as they explore concepts that the team has not deployed in recent years. The group has decided to play with the idea of a HUD (Heads up Display) for the robot driver and operator. A HUD in this case, for those unaware, is a graphic overlay onto a video feed.



Programming can put a target in the center of the feed for instance (or a green square next to amanda’s head).



The group has also began mapping joystick buttons to certain outputs that represent the real robot. In order to check each button, they have wired a test board they can use to try motors and more.



Web:

Web is continuing to maintain the website and look for possible improvements. They have started to plan out a layout for the process of team member and mentor updates. Group members continue to get a feel for the applications of web page editing and a small taste for the html coding process.

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 