

Mission Update #1



After the few months of doing community service for the town and guiding the new members with tool training, Kickoff has finally reached us! Kick off is the game reveal for the FIRST FRC competition season. Here's what we did during Kickoff on Saturday and Sunday!

KICKOFF DETAILS

On Saturday, January 5th, the team came together to watch the livestream from Mission Control of the 2019 Game Reveal. In the livestream, there was an animation of the field that showed ideal game play. There were also different videos of the field that showed the specific parts and ways to gain points. Considering the game is space themed, there were many creative elements that contributed, including:



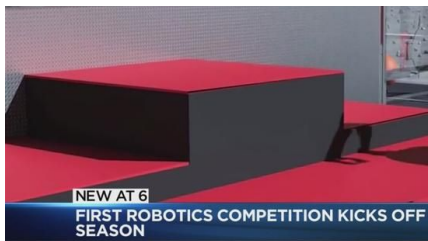
Game Pieces

- Hatch panels: A circular hard plastic disc with velcro lining
 - Cargo: 13" diameter dodgeball



Field Elements

- Hab Zone/Platforms: A rectangular two tiered podium with a low platform ramp.
- Rockets: There are three front openings for the cargo and three holes on each side to cover with the hatch panels.
- Cargo Ship: A train shaped mechanism with eight open bays at the top which stores the cargo. In the front there are eight additional holes to place the hatch panels.



New Game Plays

- Autonomous period: Drive team is initially blinded by a “sandstorm,” which is a black curtain that blocks the driver’s view of the field.
- Endgame: An innovative final challenge added to this year’s game is that the robot has to climb onto the raised podium in the hab zone.

Saturday



On Saturday we watched the Kickoff live stream and opened up the manual to get familiar with the game. We calculated the maximum number of points we could get (154) to help us know how many points each task was worth. This in turn helped us see what might be the best way we should build our robot. We began thinking of different ways to collect “cargo,” and how to get “hatch panels” on the rocket and cargoship. In addition we thought of how to get ourselves to the platforms in the hab zone and/or to help get other robots up to the hab zone platforms. After trying to brainstorm ideas for the robot and studying the manual, we took a break and did a bit of team bonding with an impromptu game of volleyball.



Sunday



On Sunday we continued the brainstorming process and went through the kit of parts to see what we could use for the robot. In addition we did a rough mock up of the hab zones platforms to see how we could either climb ourselves or help other robots onto the platforms. Throughout the day we were able to see the field through virtual reality with the help of an alumni team member. This was helpful to visualize the field dimensions and see the visibility from each of the driver's stations. Finally, we all met up and drew out our different ideas for the robot and shared them with everyone on the team.



Continuing Through the Week/Future Plans

As the week progresses, we plan to make a mockup of an elevator system to lift the panels and a possible shooting mechanism for the cargo. For a more in depth understanding of the game, read the manual and watch the game reveal with the following link:

<https://www.firstinspires.org/robotics/frc/game-and-season>

2019 DESTINATION: DEEP SPACE REVEAL

If you haven't already, don't forget to check out this year's game reveal! There's a few new concepts, so see it for yourself and tell us what you think!



Let's Launch this mission!

Tell your friends that might be interested in robotics, STEM or Team Paragon. We love to share our enthusiasm with new students and mentors. No experience is necessary, just a ready attitude to learn and get excited!

Contact us at teamparagon571@att.net

And follow this year's adventures here:

<https://photos.app.goo.gl/p55F3Kfyr0j6GDBW2>

Our meetings are on Monday nights from 6:30-8pm at 57 East Wolcott St (the former Roger Wolcott School)

For more on Team Paragon visit our website and read our team updates:

Team-paragon.org

The password for the game manual is
\$Robots&in#SPACE!!

CALEB & HADRI