

Questions:

Minibot deployment (**important for alliance, especially if you get 3**)

Placing game pieces

Full range of motion floor to top

Loading game pieces

**Tubes**

Dart gun/sharp objects

Pop game pieces, points?

Teeth on claw

Other teams held game pieces

Hit racing pole

**Connection to tube**

Static electricity

Suction cups

Claw

Rotating

Through middle

Forklift

Hook (rotate down)

Mock game arm

**Motion**

Arm

Rail (ascending and descending)

Scissor lift

Telescoping arm

Tall robot with elevator

Arm face forwards and backwards (drive backwards, programatic drive backwards)

**Minibots**

Spring powered/shoot up

Complete circuit to power minibot (switch or plastic, turn off at top)

Place higher?

Stay at top or just get there?

Wheels or tread

Latch onto bar/ fast attachment system

Launch mini-bot?

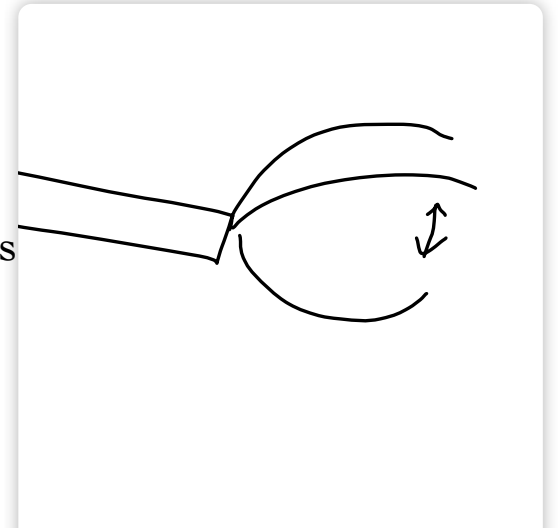
Separate arm for minibot

Magnets

Seven staged minibot

## Other

- Arm on front and back
- On just bottom and top
- Reflectors and ground
- Block from deploying minibots
- Programming to go to specific levels
- Well defended robot
- Take tubes from other robot
- Passing tubes between team, play defense
- Don't get tube stuck on robot, do get it stuck on opponents



Figure

## Rack n Roll

Team 190, 987, 177



Team 190 Robot



Team 177 Rendered ro...