

Goal: 148 points

Score tubes max points on top row 18, total 62

Ubertubes (implied by tubes assuming programming) max top row one uber 30, max total 98

Reposition tubes

Requires a tube every 5 seconds

Person can throw tubes further

Higher center of gravity

Just rearrange tubes that are already on the side

Minibots max points 30

Make multiple (other robots to load)

Spring loaded

Unsafe possibility

Needs good shot

Faster

Lighter

Can combine with motors

Moving tubes across field max points same as tubes, dependent on other teams

Potentially very efficient

Other team take tubes

Less crowded

Can't get ubertube

More difficult to implement

Harder with different shapes

Human player makes robot obsolete

Blocking max points unknown

Potential of being penalized

Damaged parts

Simpler robot design

Compatible with other designs

Can't score

Block from minibots

Use pieces to block other alliance (ubertubes)

In the way of lanes

Reduces seeding points

Useless if robot not similar ability

Not helping with winning

Duplicates rookie designs

Not in spirit of FIRST

Design Compromises

Height vs speed

Mecanum vs targeting and line following

Simplicity vs **tubes and minibot**