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Version 1 Chassis Design

In this season, we encountered challenges such as opponents obstructing our transportation, launching, and engaging in real combat scenarios. So we need to design our Robot with flexibility and stability. To address these concerns, we carefully designed our **First-Generation Robot with 4 motor chassis**. This allowed us to stay within the motor limit while ensuring the machine's overall stability. Moreover, by choosing a light four-motor chassis, we were able to provide enough power for efficient operation.

⊙ **Kevin Shown**: Since the Triball only needs to reach the opponent's area and then can score 2 points, If the Robot advances ~~thru~~ through 2 side channels, it will waste a lot of time. Due to the climbing poles above of 2 sides channels, if the machine want to pass through, the height of the Robot must be limited. However, we use a roller to launch the Triballs, which make it difficult to lower below the limit. Therefore, we will design the Robot to have the ability to cross the Long Barrier.

To make it, we wrapped acrylic plates cut into strips next to the wheels of the chassis on the both sides.

project

Chassis Design

designed by:

Kevin

witnessed by:

Y Z

date:

6.21