

ROBOT SKILLS MATCH

1/1 SKILL PATH ANALYSIS

For the upcoming skills challenges, we made several changes.

In the previous skills, our Robot would turn around after throwing 44 Triballs. But it would cause the situation that our Robot get stuck against the wall. Therefore, in our new program, we let our Robot push 2 Red Robot Triballs into the Goal before moving backward, turning around, and throwing Triballs. This can avoid the issue of the Robot getting stuck against the wall.

After throwing Triballs, the Robot will first turn around and then move forward along the channel until it hit the side pole of the Goal. [This step is to clear the Triballs rolled near the channel after being thrown] Then our Robot will turn around to bump them into the Goal again. [Because sometimes there are too many Triballs in that area so that they cannot get into the Goal by only one hit] After the bump, the Robot need to turn around, move back ward, and align itself against the wall to adjust its direction.

project designed by: witnessed by:

date: