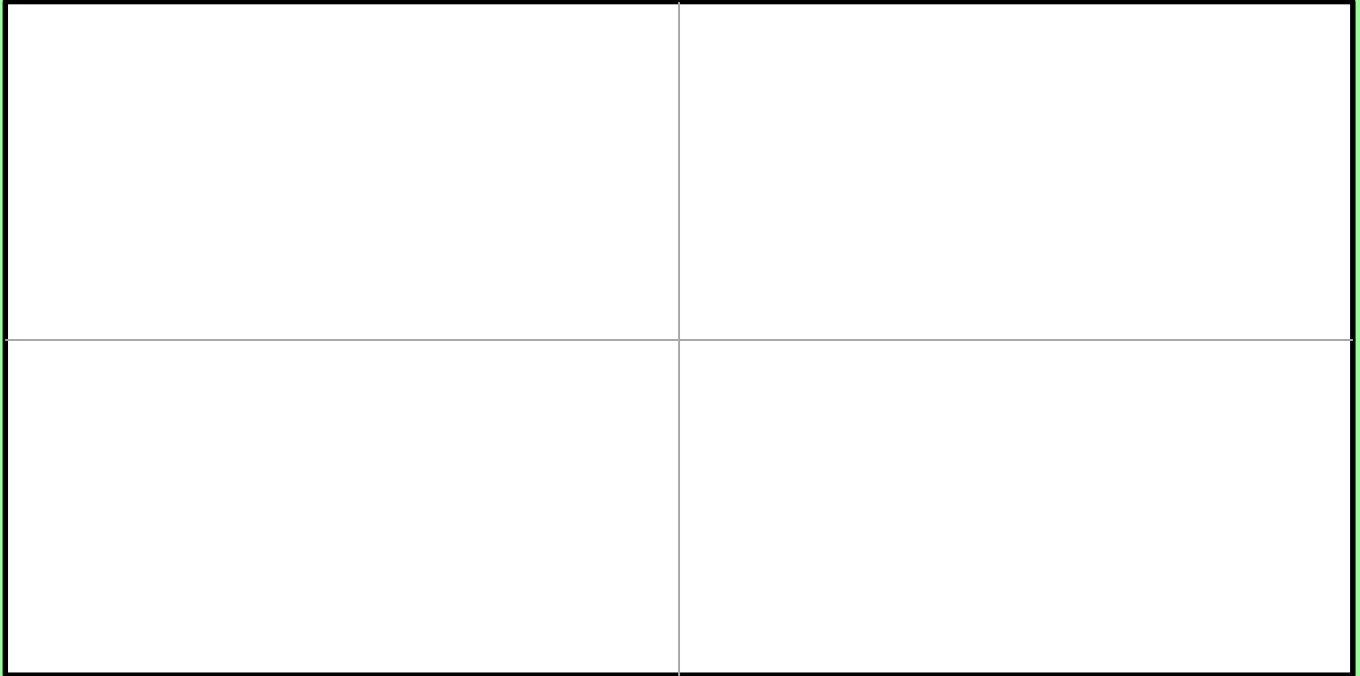


1. What is the seeding system? (Not always just win/loss) What are the most important tie-breakers?
2010: Points based on keeping the score close. (Led to scoring for opponents in blowouts.)
2. What are the ways to affect the score (offensive as well as defensive)?
 - a. Auto
 - b. Teleop
 - c. Endgame
 - d. Penalties (Especially forced penalties)
3. What is the design space we have to work with? Any height, or reach restrictions?
4. What is the most effective use of the autonomous game period? (Double autonomous, scoring a partner's pre-load too?)
5. What is the tradeoff for the end game versus continuing to score/play defense? Does it require an additional mechanism? How fast do you need to be at the end game to make it worth doing?
6. What are some simple roles for drive-train only robots? (Ferrying game pieces, defense...)
7. What is a reasonable maximum score that a single world class robot with 2 drive-train only partners can contribute to the game?
8. Is there a defensive strategy that can dominate the game? (How will defense be played against us?)
9. What are the minimum skills needed to get picked for eliminations? (2017: Must climb and run 3 gears.)
10. What kind of alliance score do you think will be needed to win a week 1 regional?
11. What kind of alliance score do you think will be needed to win a world championship?

12. Sketch The Field



← 38" x 28" Robot Size Proportional to 54' x 27' Field ↓ (32" by 24") →



13. Do the rules or field layout allow for a game breaking strategy/design?
(See 71 in 2002, 469 in 2010 or Full-Court Shooter in 2013.)

14. What are the basic machine attributes needed to win this game?

- Drive train speed / maneuverability
- game piece acquisition
- game piece accumulation (in bot storage)
- shooting range or reaching height/distance
- game piece delivery
- end-game mechanism

15. Mechanism ideas. What do we need to prototype?