

***Students are expected to read the game manual and have this worksheet completed by the next meeting.

Objective	
What is the objective of the game?	
How do you score ranking points?	
How do you get coopertition points (if any)? How does it affect ranking points?	
How would you, a human, play the game?	
Which role is easiest / requires the least building? What role is the most difficult?	
Game pieces and field elements:	
List the zones on the field. Think about what makes each of these zones important.	
List the field elements. What is the purpose of each of these elements?	
How would the robot or the human player interact with each element?	
Where are the scoring zones situated on game structures? (How high, how big is the scoring area)	
Is there any modified terrain? Explain	
What are the game pieces called? What are their shapes and sizes? Material and/or flex?	
Auto:	
What is the objective in the autonomous period?	
What are the different ways of scoring in auto? And how many points is each worth?	
What game pieces (if any) can be pre-loaded?	
Where on the field is each kind of game piece acquired during auto? How many pieces are available during auto?	
Are there certain sides that have easier access to starting pieces? (amp side from 2024)	
Teleop:	

What are the ways of scoring in teleop?	
Where/how can game pieces be acquired during teleop? Are there limits?	
Are there zones where robots are not allowed to go (foul zones)?	
Is scoring linear or can it be altered? (multiplier from amplification)	
How can scoring be interfered with? Is de-scoring possible?	
Are there any “surprise strategies” you can think of? (Note storing and note feeding in 2024)	
Endgame:	
What is the objective of the endgame?	
What are the different “levels” of endgame?	
How many points does the endgame award?	
If there is a ranking point associated with the endgame, how is it scored?	
How would multiple robots work together in an endgame?	
Are there specific interaction limits on how a robot can touch the endgame structure?	
Robot:	
What are the height and perimeter limits?	
What is the expansion limit of the robot?	
What is the weight limit?	
What kinds of capabilities would we want our robot's intake to have?	
What kinds of capabilities would we want our robot's scorer to have?	
Have we built similar mechanisms in the past, or designed them?	