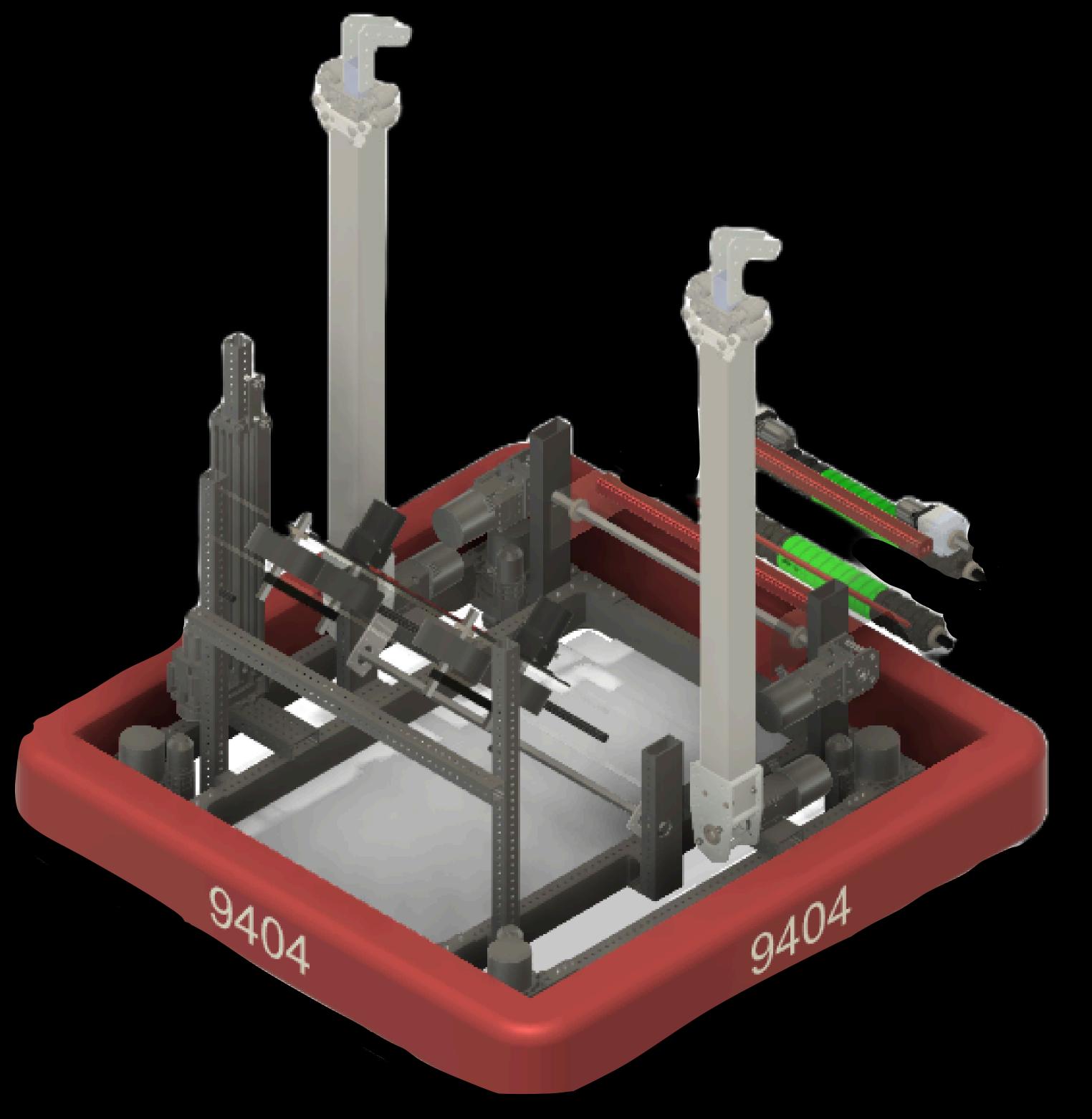
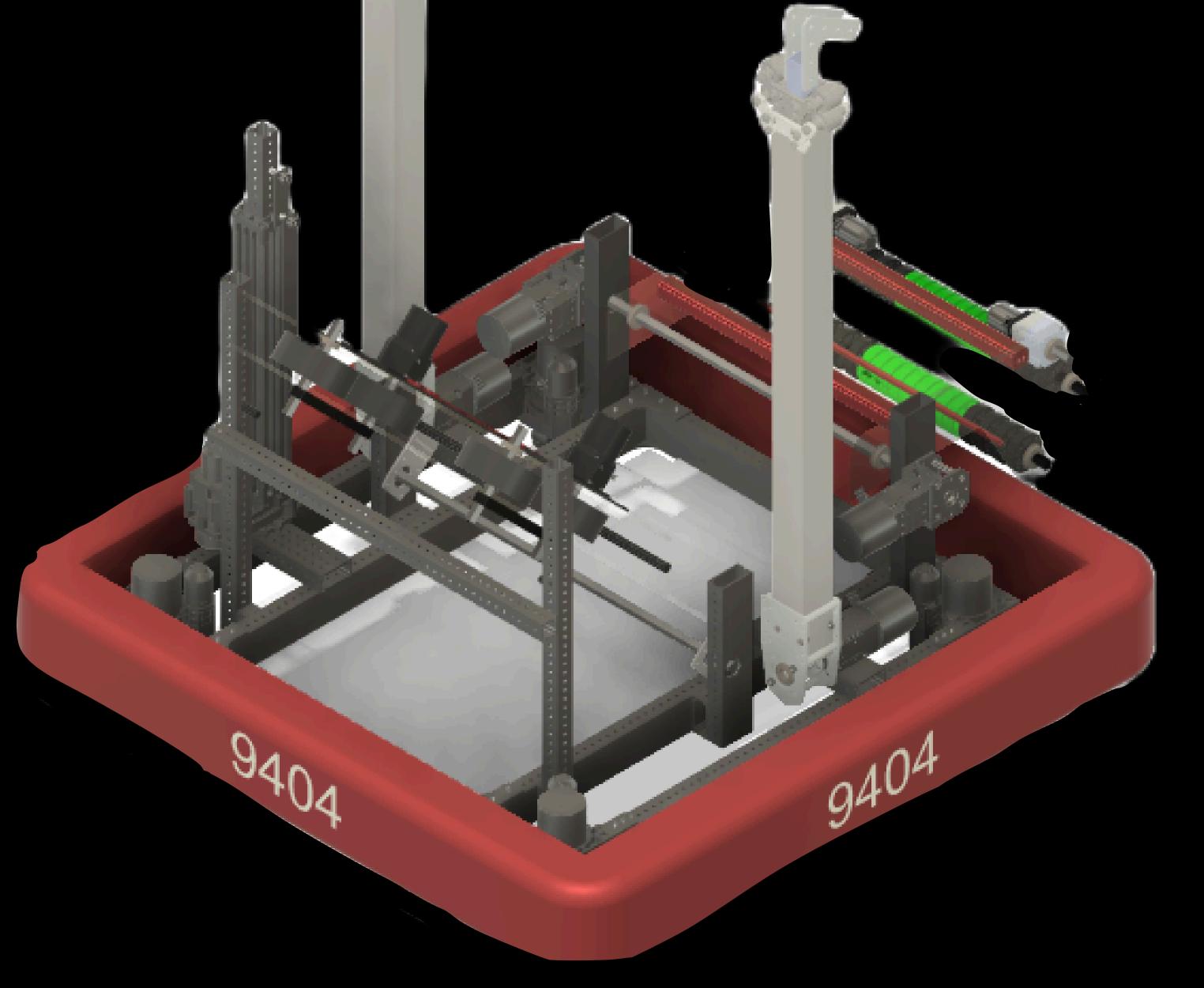
9404 TECHNICAL SUMMARY

FORGE





DESIGN PROCESS ITERATIONS, PROTOTYPES & PLANNING







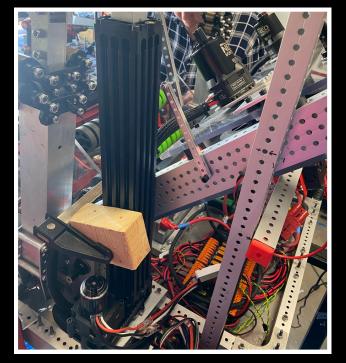


MVP 1

- 1. Drivetrain
- 2. Fixed shooting
- 3. Pickup from top (source)

MVP 2 1. Pivot Shooter 2. Climbing Mechanism 3. Pickup from ground





MVP 3 1. Shooter Pivot 2. Note Detection 3. LEDs Notification





PROJECT:	Flam <u>e</u>																						
Forge 9404					Legend:	On track	Low risk	Med risk	High risk	Jnassigne													
Project start date: 1	/6/2024					January						February		,	,					Marc			
Scrolling increment: 0						67891	0 11 12 13 14	15 16 17 18 19	20 21 22 23 24	25 26 27 28 29	30 31 1	2 3 4 5 6	7	8 9 10	8 9 10 11 12 13 14	8 9 10 11 12 13 14 15 16 17 18	8 9 10 11 12 13 14 15 16 17 18 19 20 21 22	8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26	8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29	8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 1 2 3	8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 1 2 3 4 5 6 7 8 9 10	8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 1 2 3 4 5 6 7 8 9 10 11 12
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Milestone description	Category	Progress	Start	Finish	Days	S S M T V	V T F S S	M T W T F	s s м т w	T F S S M	т w т	FSSMT	и т	FS	FSSMTW	FSSMTWTFSS	FSSMTWTFSSMTWT	FSSMTWTFSSMTWTFSSM	F S S M T W T F S S M T W T F S S M T W T	F S S M T W T F S S M T W T F S S M T W T F S S M	FSSMTWTFSSMTWTFSSMTWT	F S S M T W T F S S M T W T F S S M T W T F S S M T W T F S S M T W T F S S	F S S M T W T F S S M T W T F S S M T W T F S S M T W T F S S M T W T F S S M T
Descalada en el																							
Breakdown and																							
Prototype Game Breakdown	On Track	100%	4/1/2024	4/2/2024	2																		
Prototyping	On Track On Track		4/1/2024																				
Flame V1																							
Shooter Cartridge	High Risk	0%	*****	******	2																		
Top Intake	Low Risk	0%		*****	1																		
Drive Train	Low Risk	75%	******	******																			
Basic Auto	Med Risk			******	2																		
V1 Complete	Milestone		*****	******	1																		
Flame V2				E 14 15 E F																			
Intake	High Risk Med Risk		########## 5/1/2024																				
Indexing Climb	Med Risk Low Risk		5/1/2024 5/1/2024																				
Auto - Shoot and																							
Pass Line	High Risk		5/1/2024																				
V2 Complete	Milestone		5/8/2024	5/9/2024	1																		
Flame V3																							
Shooter Tilt	Med Risk		*****		3																		
Deviator	Low Risk		******		3																		
Limelight Drive	Med Risk		*****		1																		
Automations	Med Risk		*****	*****	9																		
V3 Complete	Milestone		*****	******	1																		
Competitions																							
Swamp	Goal		*****	*****	1																		
Scrimmage					-																		
South Florida	Goal Goal		**********																╶╶┼╶┼╶┼╶┼╴┥╴┥╴┥╸┥╸		<u>╷╷╷╷╷╷╷╷╷╷╷╷╷</u> ┝ <mark>╞</mark> ┡ ┊ ┡╎╷╷╷╷	<u>╷╷╷╷╷╷╷╷╷╷╷╷</u>	
Tallahassee Task 4	Goal				4																		
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DRIVETRAIN

CLIMBING MECHANISM



Swerve Drive Train

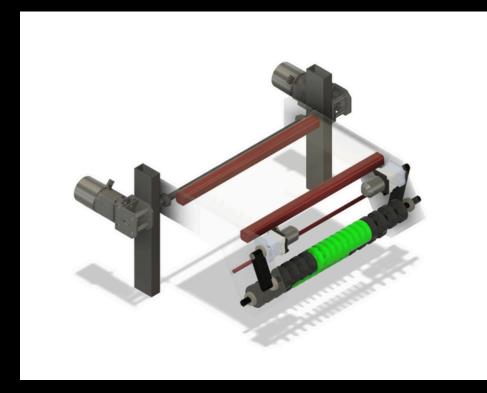
- REV Max Swerve Modules
- Our drivetrain has 4 Steering motors and 4 Propulsion Motors
- Gear ratio of 5.08:1 L2
- PID controlled, 1 Rev Throughbore and Absolute encoder



Climber

- Pair of 2 Stage Telescoping Climbers
- 36:1 AM Sport Gear Box
- REV NEO in Break Mode

INTAKE



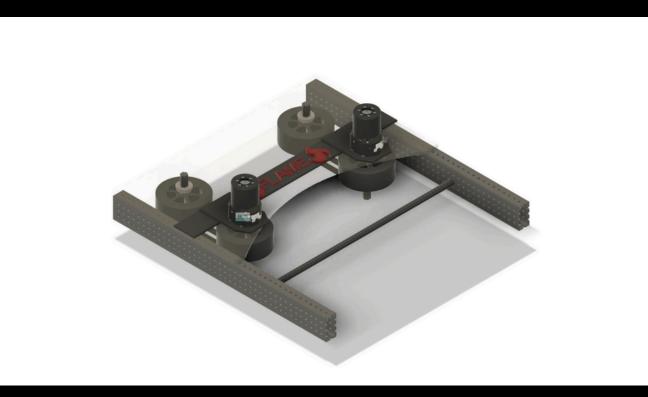
SHOOTER PIVOT



Intake

- We use a Rev 90-degree gearbox to power our intake.
- Our over the bumper ground intake was inspired by Cranberry Alarms RI3D design.
- Thrifty Bot and Andymark compliant wheels
- Harder outer wheels to center notes
- Neo 550 attached to a VersaPlanetary gearbox with 4:1 reduction.

SHOOTER



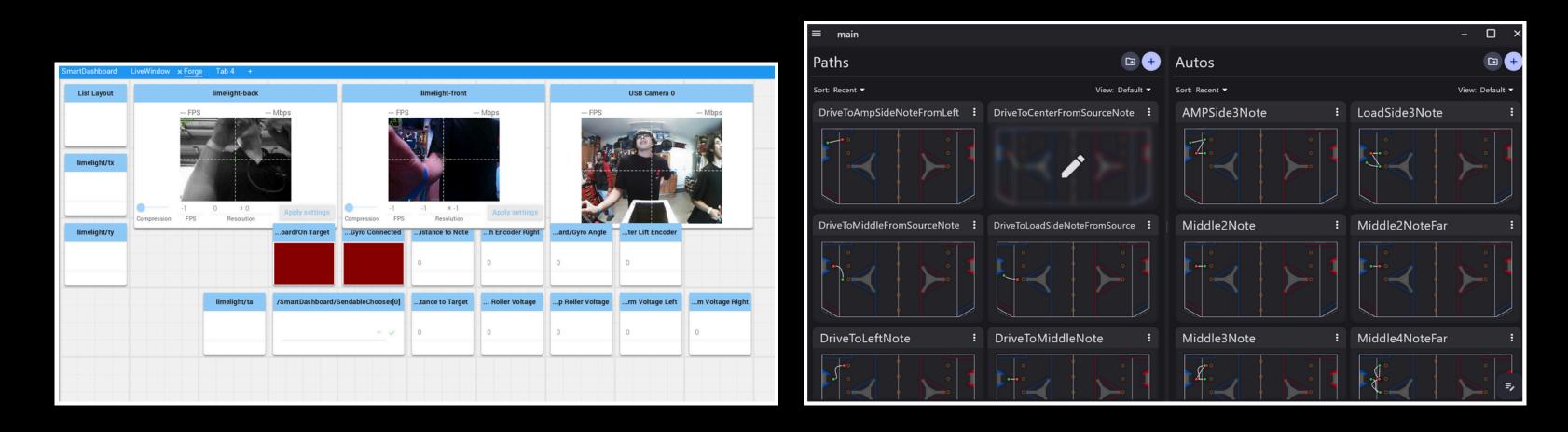
Linear Actuator

- REV Linear Actuator
- NEO 550 with 25:1 reduction
- Mounted on a 180-degree gearbox with a 1:1 belt ratio
- Allow for us to pivot our shooter and shoot from farther away.

Shooter

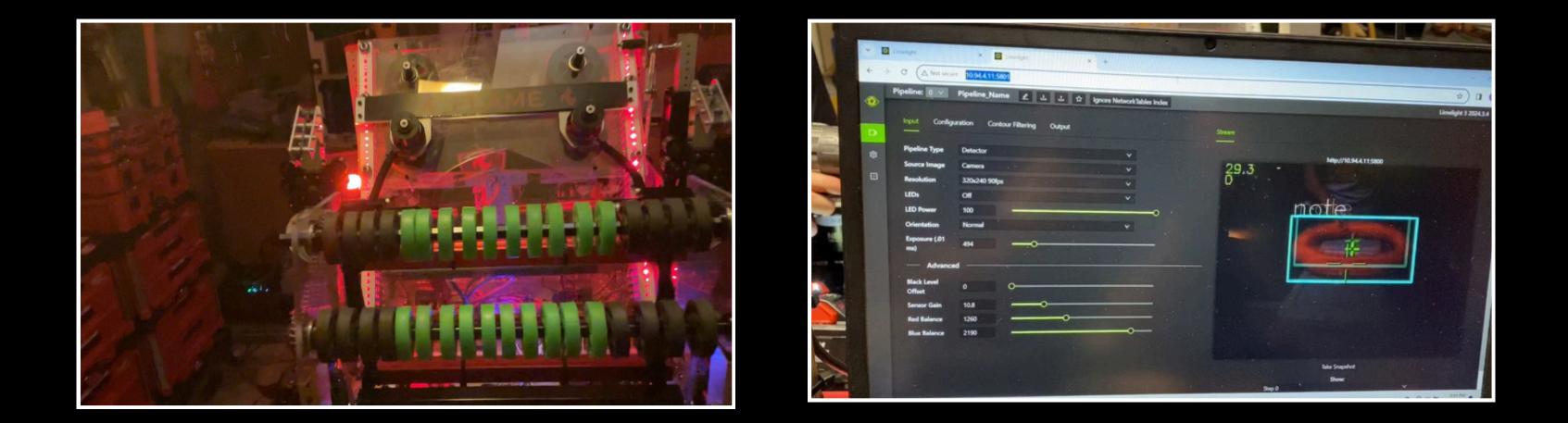
- Runs off of two NEO Vortex's 1:1
- Inspired by Cranberry Alarm's RI3D
- Supports pickup from source from the top in case our intake failure
- Has a curvature in the Polycarbonate in order to better catch onto the note when it is passed by the intake.
- Thin preforated Rev 2x1 for weight reduction

KEY AUTOMATIONS SHUFFLEBOARD/ PATHPLANNER



This season, we began with PathPlanner, which now allows us to create individual paths and put together our auto's quicker. We also currently use Shuffleboard which allows us to easily select our auto's. In addition, we were able to code to have the LED's on our robot turn red when the note is in range as an indication for our driver. We also have an indication on the screen that flashes green. Lastly, we have all of our cameras displayed on Shuffleboard for easy viewing.

NOTE DETECTION



Through the use of a Google Coral attached to a Limelight 3 we are able to detect notes on the field. In addition, to an indication on the screen for our driver, on the robot the LED's turn red when the note is in ranged to be picked up as anoher indication. We were able to integrate the Google Coral through the use of a public library that has pictures of notes already trained to detect a note.

DRIVER AUTOMATIONS

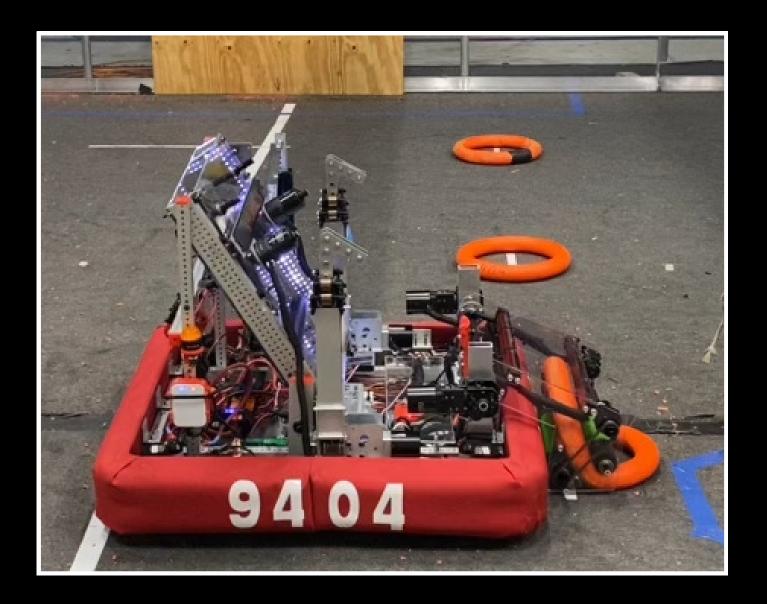


Automated Amp Scoring based off on our predetermined Encoder value to find the best position and speed to score into the Amp.



We also created a Shoot Note Low Command, which allows us to shoot notes across the field and feed our alliane partners.





Automatic fast pickup of the note. Through our automatic pickup we are able to quickly drop our intake, run our rollers and drive forward to pickup our notes. Through the use of a linear actuator we are able to pivot our shooter in order to shoot from farther away. Our shooter is able to stop automatically based off our encoder values to go to the raised and lowered positons.