



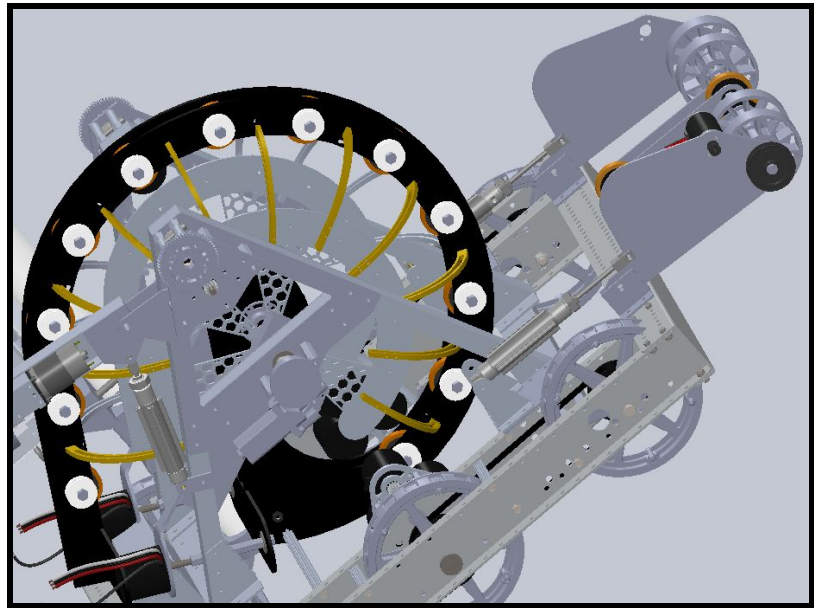
BONDS 581F

BONDS Robotics Status Report: Week 4

Using the advice we received from the critical design review, we began adjusting our designs and moving from prototypes to final parts.

CAD

With the critical design review over, the CAD team was finishing off their designs and making any needed changes from our critics. The snail was hitting the spinner for the control panel. This was from the complete rotational capabilities of the snail. The team definitely did not want to lose the ability to rotate during the game or have to watch how much they were using it. We ended up moving the spinner and some support bars so it fit together,



even with the movement of our manipulators. We then changed up the piston mount to the spinner module. It is now two separate parts as a sub assembly. The engineers from the review also encouraged us to make the intake cad more sturdy leading us to go back and strengthen it.

Build



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Programming

We created a new repository for this year's robot code and learned about how we as a team can use Git to communicate with each other and collaborate on the code. We updated each other on the progress we made and kept our code consolidated in one central file. In order to do this, we learned some tools we can use on the command line and how to use the GUI to implement these changes. We

also started initial code for each of the subsystems, while making good progress on the spinner, crawler, and ground intake subsystems. However, this code is only a very rough outline for the final robot as we are still not sure how the different parts of the robot will interact with each other and will have to integrate that into our code.



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