Being the best... Comes from seeing patterns

Designing at level 3 is

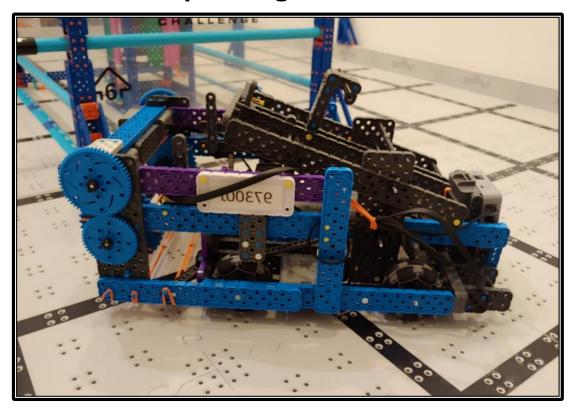
Seeing a challenge

• Remember a place something similar was done

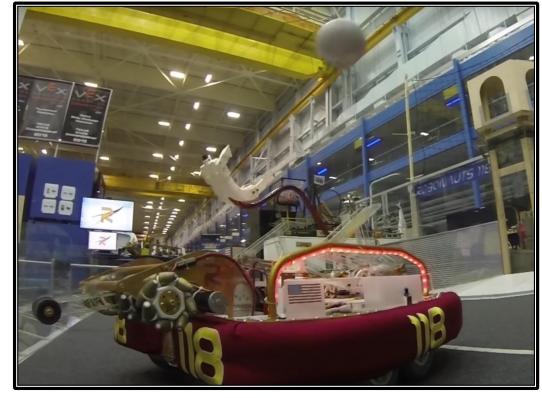
Use that to create something that will work for you

This is hard because you need to see a lot of robotics!

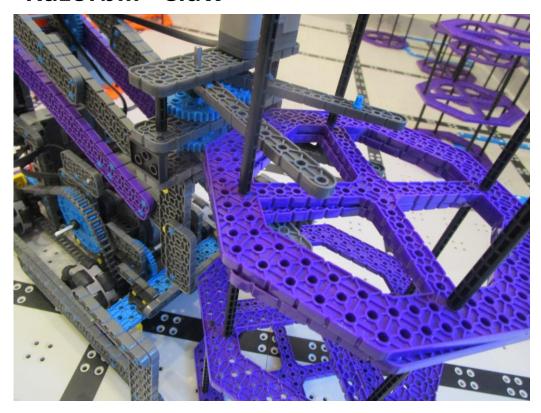
Shooters in pitching in



From shooters in FRC



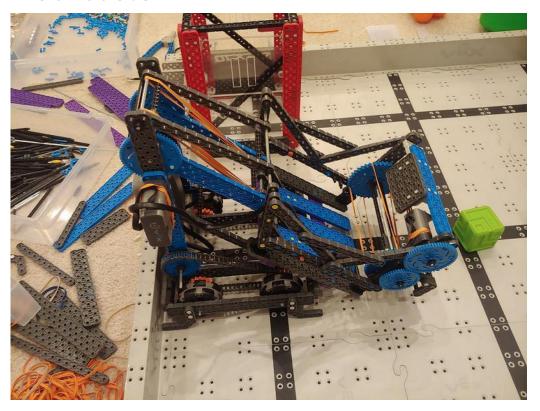
"Razorbill" Claw



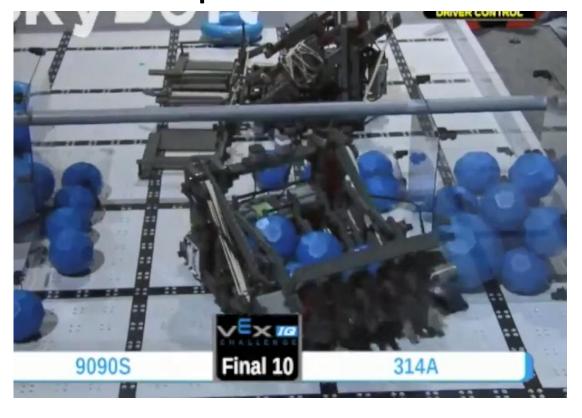
From Camelots!



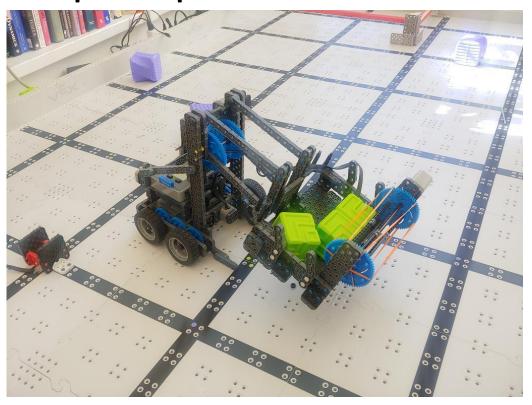
Blockbuster



From Add It Up!



To Super-Linq!



Basic "Linq" from Crossover



VEX IQ HISTORY

Going back to the beginning of time...

VEX IQ Rings & Things

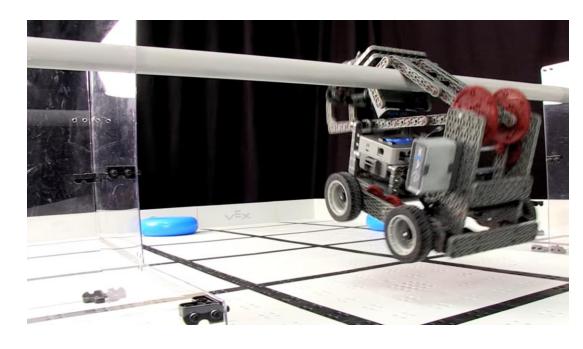
No useful information

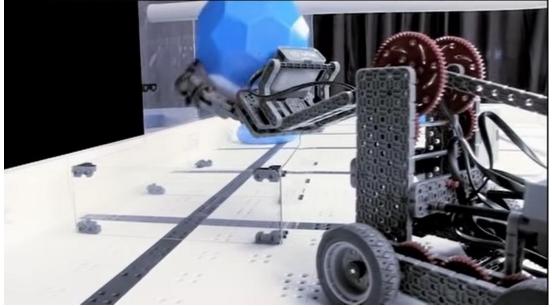


VEX IQ Add It Up

Hanging

Scoring lots of game pieces in a tall goal





VEX IQ Highrise It's all stacking blocks



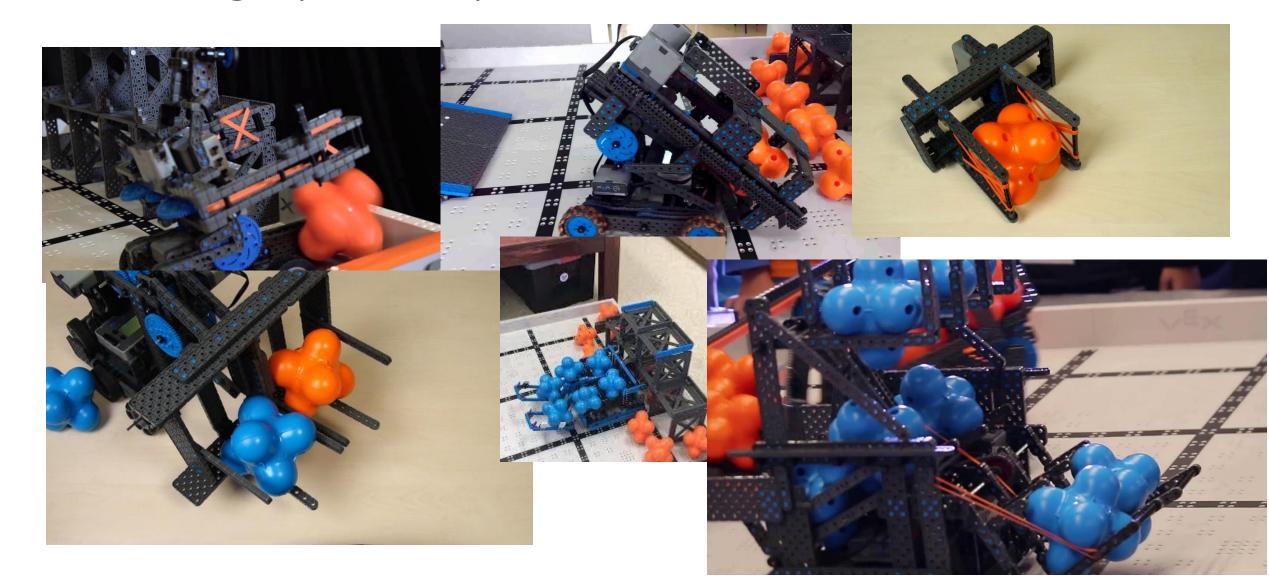
Good, but Pitching In is better

Pitching In is the same game, better robots

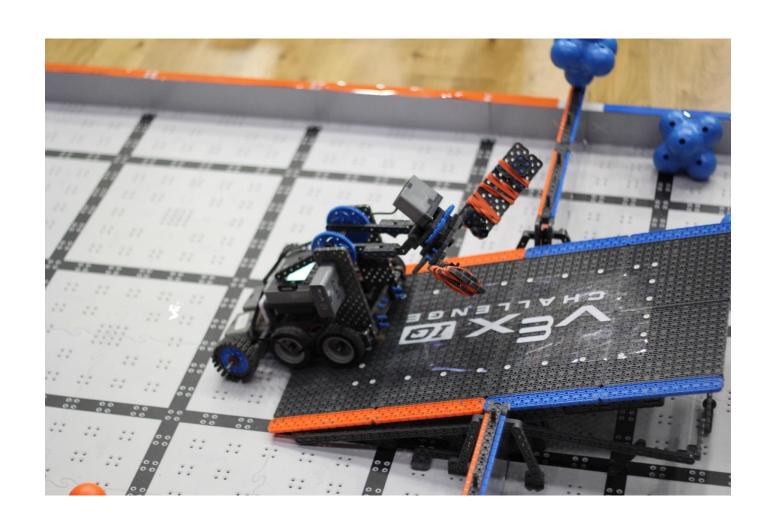




Picking up non-spheres



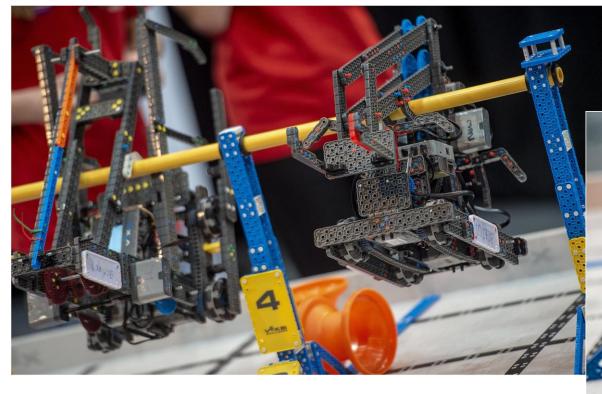
Balancing is coming back! (I think)

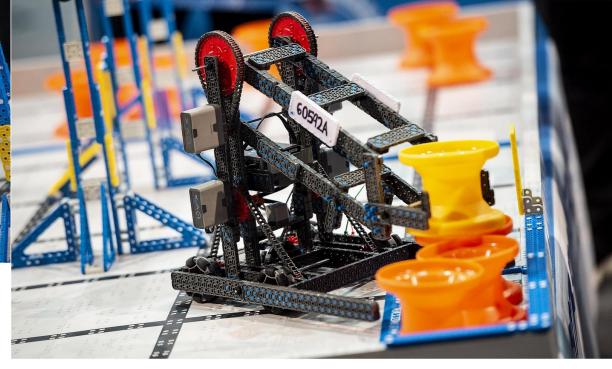


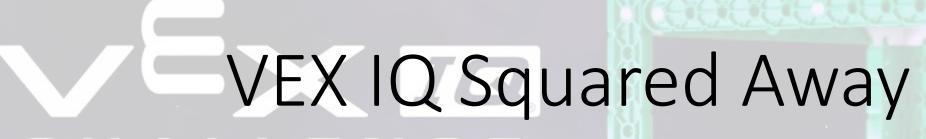




Arms and climbing!





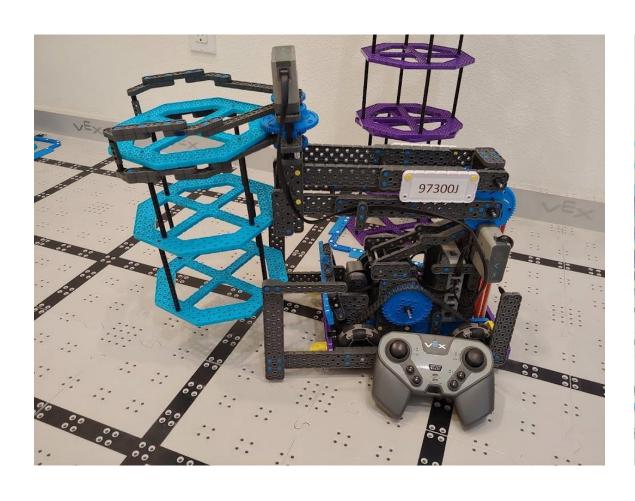


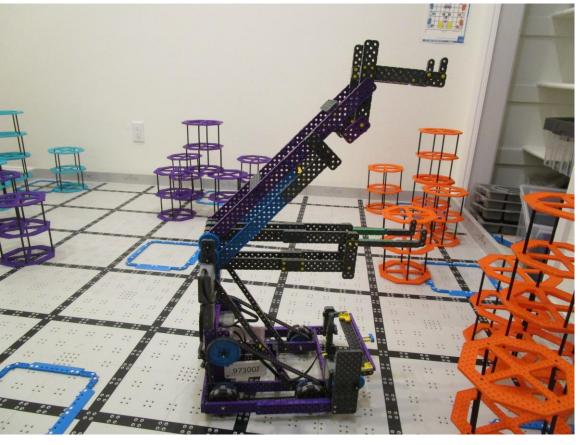
Weird game – lots of cool stuff though

SQUARED AWAY



Great arms and stacking!

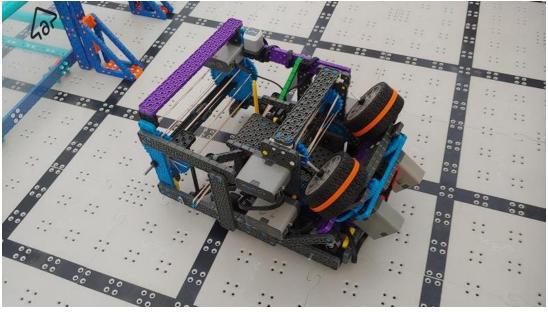






Catapults and Flywheels







Discs and pucks?



Shooting a flat game piece with...

A wheel A puncher



