

## Build - Week 1 Newsletter

After having a great winter break, MVRT has officially entered into the Build Season for this year's FRC game, Crescendo!

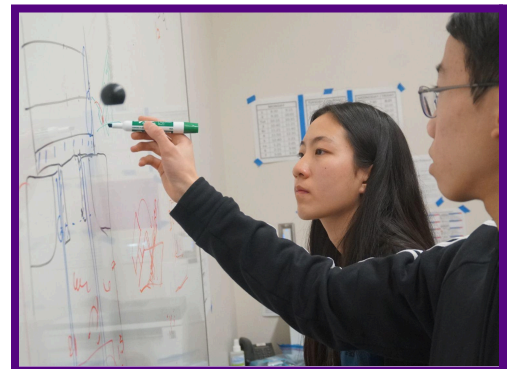
Starting Saturday afternoon of Kickoff, the team met up to discuss strategy for the new game released early that morning. After breaking down important rules in separate groups, the team came together and made a priority list of robot actions, which would then be used as the foundation for our design plan.



The next day on Sunday, the team separated once again into groups to start brainstorming design ideas for manipulators based on the priority list. Each group came up with their own ideas and presented them to the whole team. The team then went through the pros and cons of each design. In the end, the team settled on 2 different robot design ideas, from which the final design was chosen on Monday.

All in all, MVRT decided to focus on creating a moving intake, which would then move to a shooter, capable of shooting in both the Speaker, and the Amp.

During the next week, with meetings on Monday, Tuesday, Thursday and Friday, members worked on creating concept sketches and figuring out the geometry for the robot, along with prototyping the shooter and the intake, which was then used to CAD the robot. Software started migrating the motor control from phoenix 5 to phoenix 6, alongside starting the baseline code for different manipulators.



On the Operations side of MVRT, the team has started working on the different FRC awards. They have begun writing the Impact essay, along with a script for the Impact video. Furthermore, our team has been working diligently in planning our annual Diversity in STEM Symposium, which will feature 5 talented women in engineering speaking about their experiences on January 26.

We would like to warmly thank all members, parents, mentors, and alumni who have worked tirelessly throughout this past week. During this 2024 build season, we are so grateful for all your help and excited to see what all of you will bring us!