

#### **ENGINEERING PROCESS**

#### Engineering Development Environment

#### 2016 BUILD SCHEDULE



#### Build Season Organization Board



#### **Competition Season Organization Board**





#### Team Development Opportunities





"Technology and Entrepreneurship" Codi Simms, Director, Disney Accelerator

"Leadership and Teamwork" Chris Hagen, Exec. Coach



C++ - 6 week class Mark Littlefield, Team 980 Mentor







- SolidWorks 6 week class
  David Toyne, Team 980 Mentor
- Tour at JPL Open House David Brinza, Team 980 Lead Mentor
- Tour at Walt Disney Imagineering Ali Tarazkar, Team 980 Mentor



• "Opportunities After School" Galina Malakhova, Team 980 alumni

#### Updating our Communication Techniques



-We migrated our communication to Slack, an innovative communication tool used by large companies like NASA/JPL.

-We adopted Trello as our on-line work space to collaborate on projects, tasks and checklists.

# SolidWorks Models

# Lightning XIV Complete Robot w/ arm



- Robust Drive Train [max speed 10'/sec]
- Low profile [low-bar/high stability]
- Over 50 ft. lbs. of Torque.

## Lightning XIV Arm: boulder pick-up/delivery



- Simple, effective boulder pick-up
- Score low goals or pass to alliance partner
- Ball is securely carried across defenses.

# Lightning XIV Frame



- Robust Frame designed to absorb energy
- Made of 80/20 to simplify construction and positioning of components

#### Lightning XIV Frame on robot with integrated bumpers



- Integrated bumpers work as a mass damper
- Provides structural compression
- Rapid bumper change

# Lightning XIV Drive Train Section Side View



- Pneumatic wheels with perforations to absorb energy (decrease bouncing)
- 5" ground clearance (but still able to go under low bar).

#### **Team 980 Driver's Station**



GoPro camera with HDMI feed to monitor



- Steering wheel and throttle joystick for mobility
- Joystick control for boulder pickup

# Lightning XIV Robot Controls



- Magnetic incremental encoders on drive train (speed, distance control)
- Magnetic absolute encoder for boulder pick-up position control
- C++ development environment