STUYPOST

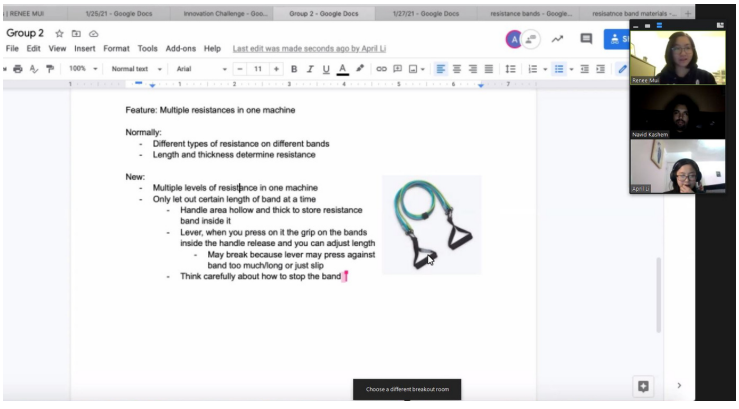
January 2021 Newsletter

Kickoff



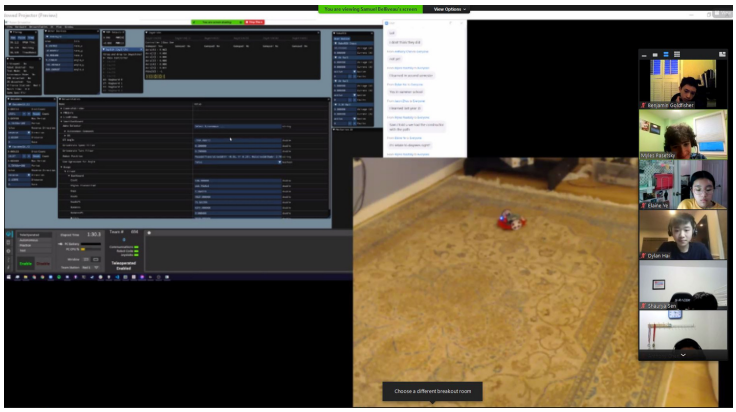
On January 9th, Pulsites met over Zoom to watch the release of INFINITE RECHARGE. Even though we couldn't watch it together in our school's auditorium, we were able to brainstorm strategies for this year's virtual competition from the comfort of our homes. In place of in-person gameplay, StuyPulse will be participating in the Game Design Challenge, INFINITE RECHARGE at Home, and the Innovation Challenge.

Innovation Challenge



The Innovation Challenge is a project presented by FIRST in which teams design a solution to improve physical and/or mental health through active play or movement. Pulsites have been holding brainstorming sessions to look into the problems we are interested in tackling and solutions we could implement. We've been doing extensive research on problems that affect mental and physical health and plan to develop a product targeted towards individuals who are physically impaired.

Infinite Recharge at Home



Infinite Recharge at Home is a challenge involving showing off your robot's capabilities by recording your robot doing various tasks. These tasks are based around the various skills needed in last year's game, Infinite Recharge. Members first made a priority list of the skills that we want to focus on. Then, members reviewed our robot, Edwin, from last year and made a priority list for changes that we want to make. We have also begun planning how we will implement these changes.

Game Design Challenge

For the Game Design Challenge, we have been tasked with building our own game based on previous FRC games. After analyzing previous FRC games, members began to brainstorm what type of game to create and what game elements they would like to incorporate into it. Currently, Pulsites have created the rules for a game where robots score balls into high and low goals and will deploy a mini-bot at the end of the game onto a chain.

