STUYPOST

StuyPulse Team 694 Newsletter



MARK YOUR CALENDAR

February 19

Stop Build Day

March 6 - March 9

New York Tech Valley Regional

March 13 - March 16

Central New York Regional

April 4 - April 7

New York City Regional

CyberStuy

On January 19, 2019 StuyPulse demoed at CyberStuy. CyberStuy is a biannual interactive open house targeted toward middle school students, to attract them to both computer science and Stuyvesant High School. Our team set up a field and our 2016 robot, Destiny, to exhibit how our robotics team utilizes computer science to give our robots mobility.

We demonstrated the teams computer vision capabilities with the use of the Limelight and targets. We walked around Destiny with a reflective target and showed how Destiny detected the reflective target, processed how far it was from it, and moved around without human drivers in order to keep the target in its sight. We also gave these students a tour of the lab and talked to their parents about how they could get their school involved in the FIRST LEGO League competition!

Engineering

Week 2 marked the second week of prototyping mechanisms. With a finalized priority list for the 2019 season, our engineers were able to focus on adapting and improving our potential mechanisms to fit our needs.They spent the first half of the week perfecting these mechanisms to the best of their ability through multiple iterations. Afterwards, they spent time discussing the pros and cons of each mechanism to help identify the final mechanisms that will go on our 2019 robot. After a lot of discussion, they decided on our final robot. Our engineers can't wait for CAD Marathon this weekend!



Marketing



Marketing continued to work on awards, and take photos and videos to document the team's progress throughout build season. Our marketers also started applying for new grants to fund our mentoring efforts in Puerto Rico. They have also finished recording the next FIRSTStories episode and Weekly Recap video. Be sure to keep an eye out for them on YouTube!

Software Engineering

Our Software Engineering department made progress on using Computer Vision on our robot. By using Limelight, our robot was able to move towards and follow a vision target. They also tested the onboard compressor on our old robots and successfully got gamepad functionality to work with the compressor.

