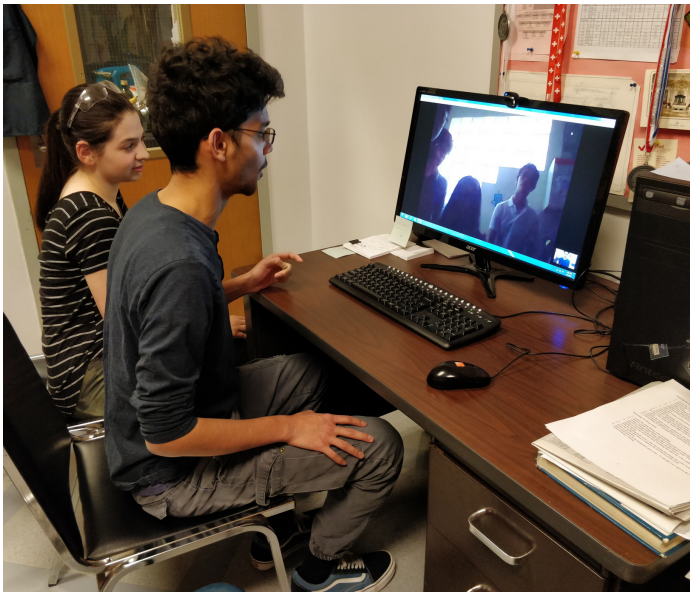
STUYPOST

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

FLL Mentoring

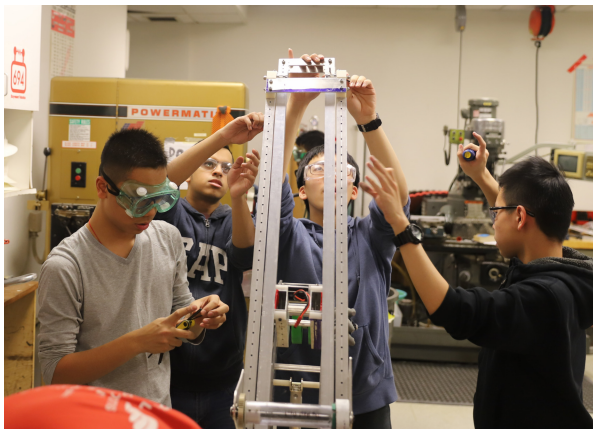
Although it is still Build Season, our team continues to mentor FLL teams. Throughout week four, some of our members mentored FLL teams in Puerto Rico to help them prepare for the FIRST LEGO LEAGUE Puerto Rico Robotics Championship.

We mentored teams (ASJ Robotigers, Knight Hackers, Knight Owls, The LEGO Builders, and The Robogens) through Skype and Google Hangouts. Our members listened to their research project presentations and gave them feedback on how to improve, while also assisting them with their robot and programming.

The FIRST LEGO LEAGUE Puerto Rico Robotics Championship took place this past Saturday, where the ASJ Robotigers won the Championship and are now heading to the World Festival in Houston. While another mentee team, the Knight Hackers, won the Rising Star award at the competition.

Engineering

With the arrival of many much needed parts, we were able to start assembling mechanisms for the robot. We were able to fully make our drivetrain, intake mechanism, elevator, and much more. As the week progressed, we started putting everything together and making the CAD come to life. We ended the week with all mechanisms on the robot, and began assembling the electronics and pneumatics system. With week 5 upon us, we have one goal: finish the robot.





Marketing

With award deadlines being less than a week away, our marketing department was working hard on the Chairman's and Woodie Flower Awards. Making sure that the awards are in their best condition possible. Our marketers have also started looking into more grants and fundraising opportunities. While also preparing and handling all of the logistics for our upcoming regionals.

Software Engineering

The Software Engineering department started Week 4 off with experimenting with keyboards and numpads as a customized joystick for our operator. We used the program, vJoy, and proved that using keyboards would be problematic because DriverStation uses keyboard input. We also looked into video streams during gameplay by experimenting with monitors and settings. We also got computer vision to work on the roboRIO by getting the robot to move towards the target. Alongside that, we determined the ideal height and angle to place our limelight. Besides computer vision and joystick inputs, the department looked into their issues with git commit authorization and researched the various commit hooks we can customize. We also looked into machine users and deploy keys for managing shared computers on our team. Lastly, our department, with the help of our coach and driveteam, completed our first code review of the season and discovered many crucial bugs!

