

Possible Moves									
Drive System		Mechanisms							
Description	Time	Description	Time						
Turn 45°	0.5	Intake (per object)	2						
Move 1 adjacent square	0.5	Change mechanism height: floor, L, M, H							
Align with Circular Goal	2	(per difference in height)	1						
		Deliver (per object)	2						
Reposition (Autonomous Only)	2	Descore (per object)	3						
Pin Robot	Max 5	Retrieve from human player (per object)	2						

Robot Tradeoffs				
Holonomic: Can move perpendicular to robot orientation, but can only pin robots for up to 3 seconds				
Capacity: Default 3 capacity. +2 capacity = +.5 to move an adjacent square, +.5 to change mechanism height				
No descoring capability:5 intake per object,5 to deliver each object				
No circular goal scoring mechanism: move 2 adjacent squares in .5 seconds, no delivery/height change				

Net Change in Score											
Time	B1	B2	B Total	B Sum	R1	R2	R Total	R Sum			
Autonomous											
5											
10											
15											
20											
Teleoperated											
5											
10											
15											
20											
25											
30											
35											
40											
45											
50											
55											
60											
65 70											
70											
80											
80											
65				l Endgame							
90				Liiugaille							
90											
100											
100											
105											
110											
113											
120											