



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 (per difference in height)	1
Align with Circular Goal	2		
		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

