Kickoff Game Break Down

At the beginning of every January, teams learn what the game is going to be. At Kickoff, the gameplay and different rules are all revealed. All game materials will be listed on Season Materials webpage. Teams who have questions on something within the manual can visit the Q&A page. There are also periodic Team Updates describing any rule changes or clarifications. Use this worksheet to develop a plan to break down the game, work your way through the game rules and answer important questions to understand this year's game better! If you get stuck, check out the Kickoff Worksheet.

➤ Kickoff Game Break Down

❏ Go though this worksheet and its questions with your team.
❏ This worksheet includes the **following sections**:

    01. Game pieces and goals
    02. Field Set up
    03. Scoring
    04. Ranking

01 Game Pieces and Goals

➤ DISCUSSION

Think about the game pieces in the game and where to score them..

1. What game pieces are you able to score for points and Where?

   _____

   _____

   _____

2. Where do you acquire games pieces? (Floor, station, etc.)

   _____

   _____

   _____

3. How many game pieces can you possess at one time?

   _____

   _____

   _____

4. Are there any other ways to score points?

   _____

   _____

   _____

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02 Field Setup

DISCUSSION

Identify specifics of how the field is layed out

1. Where do you place your robot on the field at the beginning of the match?

   _____

   _____

   _____

2. Where are the goals located on the field? Where are the game pieces located on the field?

   _____

   _____

   _____

3. Where are the areas on the field that other robots can not come in contact with your robot, and vice versa?

   _____

   _____

   _____

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03 Scoring

DISCUSSION

Think about all the different ways of scoring.

1. How does your robot score points in AUTO Mode?

    _____

    _____

    _____

    _____

2. How does your robot score points during the match?

    _____

    _____

    _____

    _____

3. How does your robot score points during the end game?

    _____

    _____

    _____

    _____

04 Ranking

DISCUSSION

Think about how teams rank during qualification matches of the competition.

1. What are different ways your team can earn Ranking Points?

    _____

    _____

    _____

    _____

2. What other factors play role in the overall rankings?

    _____

    _____

    _____

    _____

05 Designing

DISCUSSION

Begin thinking about how you can create a robot for the game based on your previous answers

1. Make a priority list for different scoring opportunities

    _____

    _____

    _____

2. What past mechanisms from previous games can you look at for inspiration?

    _____

    _____

    _____

3. For next steps, please visit the prototyping, mechanisms, robot software, and electrical/pneumatics worksheets.

    For additional help, visit the Technical Resources webpage.

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