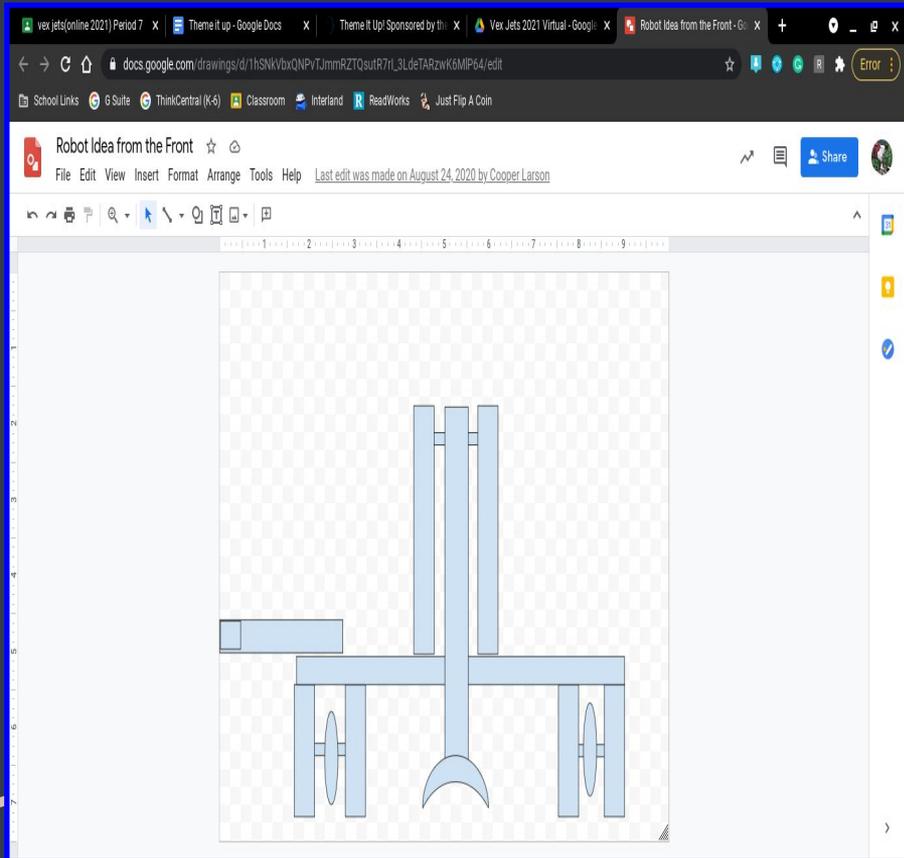
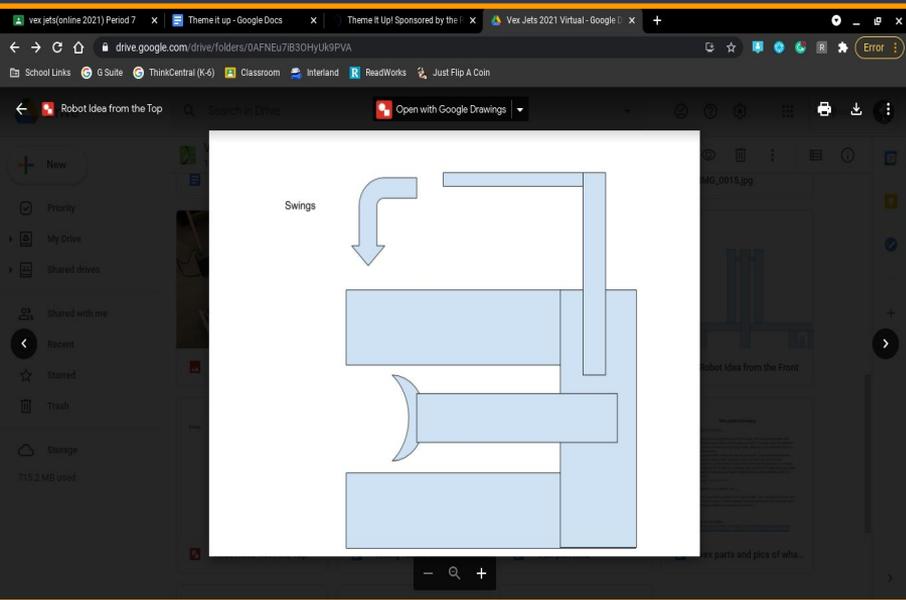


# VEX STORYBOARD

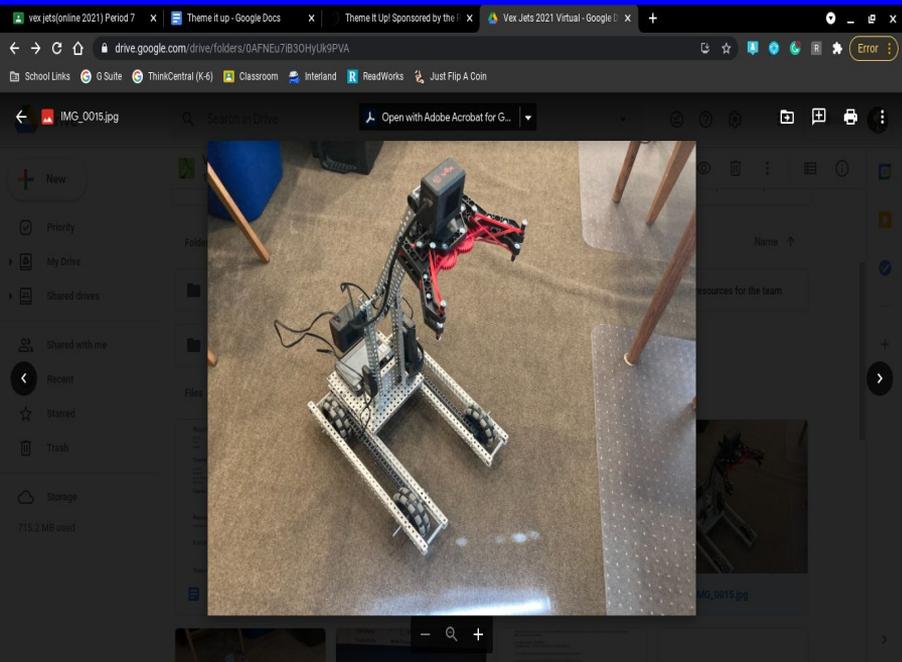
By Andy Ramirez and Austin Evans.



The first image of the robot design had been from the front when we had just been begun from scratch. This is one of the inspirations that we have used.



**This is one of the inspirations that we have used and in the second picture, we had been thinking about the chassis that we can use to think of the proper drivetrain for the intake or claw system. This design had been brought up because we had thought that a claw would be the best to pick up the ball's that are in this tournament. And we had also been thinking of a area where would put the ball's and so when we get to our goal we just dispense the ball's into the goal.**



ON THE THIRD IMAGE, THIS HAD BEEN WHEN WE HAVE REACHED INTO THE MIDDLE OF THE YEAR HAVE SEEN THAT WE HAVE CHANGED THE DESIGN OF THE CLAW A LITTLE BIT TO MAKE IT FUNCTION FASTER AND BETTER. TO ADD TO THAT THE IMAGE THAT HAD BEEN NUMBER 3 HAD REPRESENTED ONE OF THE 3 ROBOTS THAT WE HAVE BUILT SO FAR SO. THIS IS ONE OF THE ROBOTS THAT HAD BEEN ABLE TO COMPETE IN A TOURNAMENT ALTHOUGH DID HAVE A COUPLE OF PROBLEMS THAT WE FIXED.

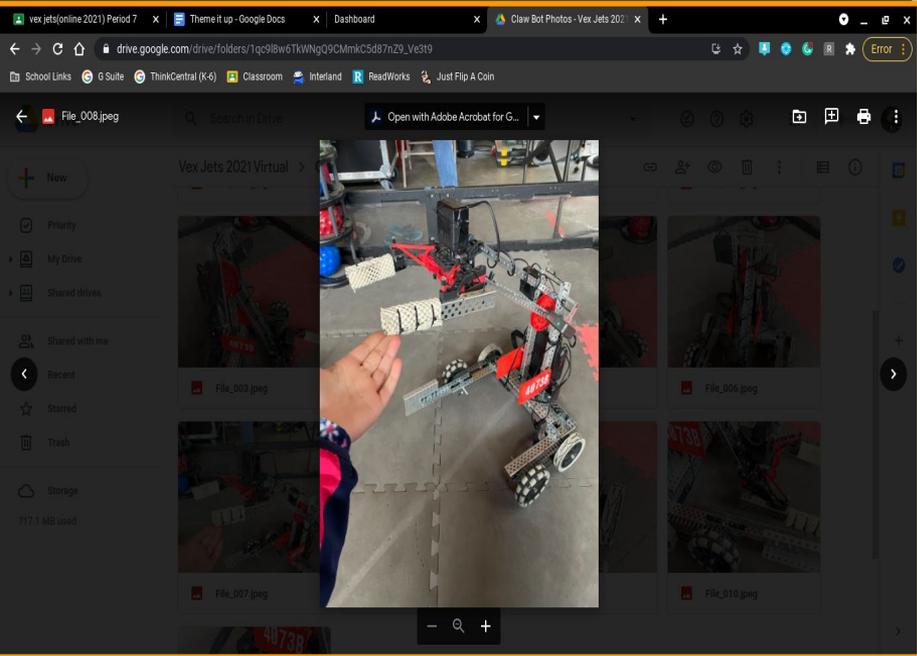


Image number 4 represented the robot that had been in a competition and a robot that had been driven autonomous. After the last robot this robot had been the first robot that had code putten on it. To add to that this had been the code that had been tested on the field and it had been able to successfully pick up the ball's fine and bring them into the goal without a problem.

In image number 5, the Vex Jets have created a robot to compete and be able to place in a tournament. This is the code that is going to allow the robot to move in the specific areas for the tournament. This is because this is our plan to pick up the balls and then put them in our goal to score our points. This is the most useful because this code would be used in a tournament and would be one of the many ways we can win

