

# VEX CODE VR

Student Name: Team 91343B

Assignment: Vexcode VR code

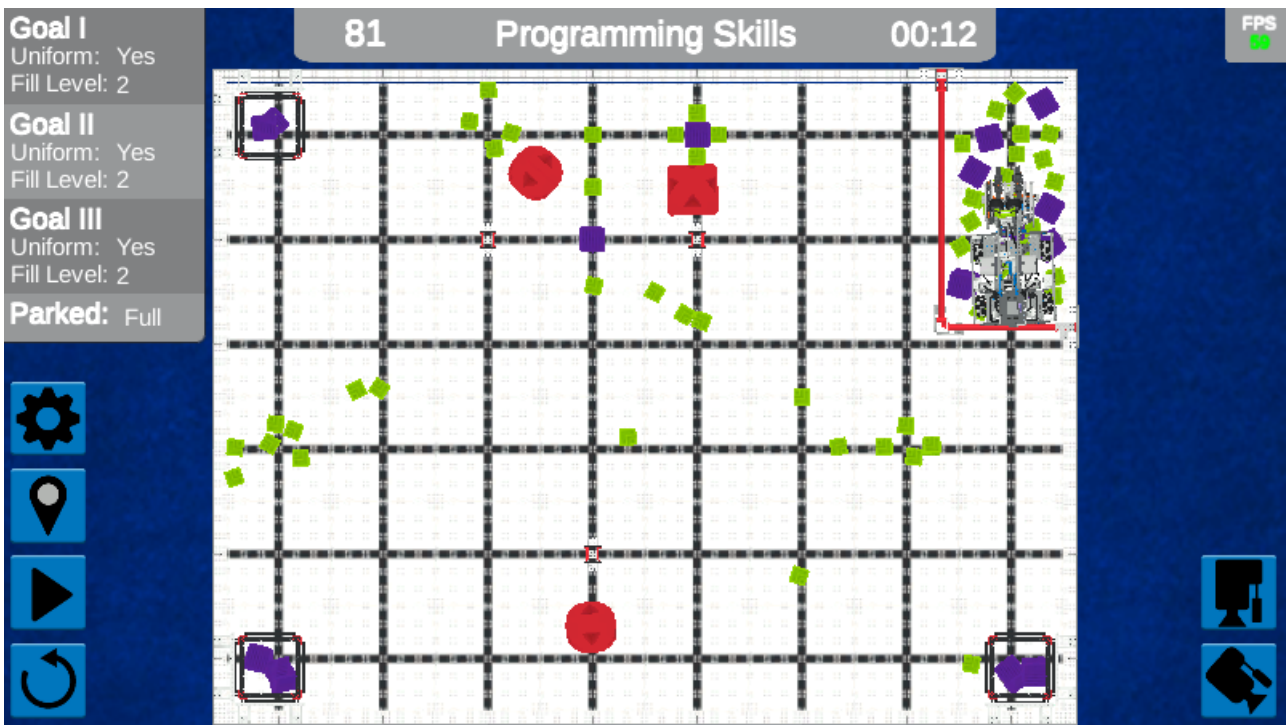
Notes: Code gets 81 points with 13 seconds to spare.

Playground: VIQC Virtual Skills - Full Volume

Project Name: Project purples (Finished) annotated

Project Type: Blocks

Date: Fri Jan 26 2024





when started

set drive velocity to 100 %

set turn velocity to 100 %

set ArmMotorGroup velocity to 100 %

set IntakeMotorGroup velocity to 100 %

1 red and 2 purples

1 red and another two purples

1 red and last purples

park

Hello, my name is Tobin from team 91343B and this is my VEX VR code. Before I start telling you about my code, I want to make it clear that yes, I made this code, but it would not be possible without the help of my friends and teammates. I start off by making everything go as fast as it can by changing the velocities to 100%. This is because there is a 1-minute timer and I don't want to waste a single second. Next I run the actual code itself. You can think of this block as turning on your car and getting ready to move.

define 1 red and 2 purples

```
spin ArmMotorGroup to position 68 degrees
drive forward for 200 mm
turn left for 40 degrees
drive forward for 280 mm
spin IntakeMotorGroup intake for 1 turns
spin ArmMotorGroup to position 360 degrees and don't wait
turn left for 120 degrees
drive forward for 250 mm
spin IntakeMotorGroup outtake for 1 turns
drive reverse for 200 mm
turn left for 125 degrees and don't wait
spin ArmMotorGroup to position 60 degrees
drive forward for 615 mm
spin IntakeMotorGroup intake for 1 turns
turn right for 70 degrees
drive forward for 80 mm
drive reverse for 80 mm
turn right for 120 degrees
drive forward for 500 mm
spin ArmMotorGroup to position 360 degrees and don't wait
turn left for 70 degrees
drive forward for 300 mm
turn right for 20 degrees
spin IntakeMotorGroup outtake for 1 turns
```

In this block of code, I get two purple blocks and put them in the goal while stacking them on top of each other to get not only color bonus points, but also height bonus. This block gets 17 points.

define 1 red and another two purples

drive reverse for 500 mm

turn right for 180 degrees

drive forward for 120 mm

spin ArmMotorGroup to position 57 degrees

spin IntakeMotorGroup intake for 2 turns

turn left for 20 degrees

drive forward for 250 mm

turn left for 60 degrees

spin ArmMotorGroup to position 360 degrees and don't wait

drive forward for 550 mm

spin IntakeMotorGroup outtake for 1 turns

drive reverse for 200 mm

spin ArmMotorGroup to position 70 degrees

turn right for 92.5 degrees

drive forward for 215 mm

spin IntakeMotorGroup intake for 2 turns

turn left for 70 degrees and don't wait

spin ArmMotorGroup to position 360 degrees

drive forward for 70 mm

turn left for 57 degrees

drive forward for 218 mm

spin IntakeMotorGroup outtake for 1 turns

In this block I do the exact same thing I do in the previous block, but I knock down a different red and stack the purple on top of each other in a different goal. At this point, the code has 34 points.

define 1 red and last purples

drive reverse for 100 mm

turn left for 90 degrees

drive forward for 450 mm

turn left for 90 degrees

spin ArmMotorGroup to position 60 degrees and don't wait

drive forward for 825 mm

turn left for 19 degrees

spin IntakeMotorGroup intake for 2 turns

turn left for 45 degrees

drive forward for 160 mm

drive reverse for 160 mm

turn right for 89 degrees

spin ArmMotorGroup to position 360 degrees and don't wait

drive forward for 1185 mm

spin IntakeMotorGroup outtake for 1 turns

drive reverse for 150 mm

spin ArmMotorGroup to position 59 degrees

turn left for 126 degrees

drive forward for 130 mm

spin IntakeMotorGroup intake for 2 turns

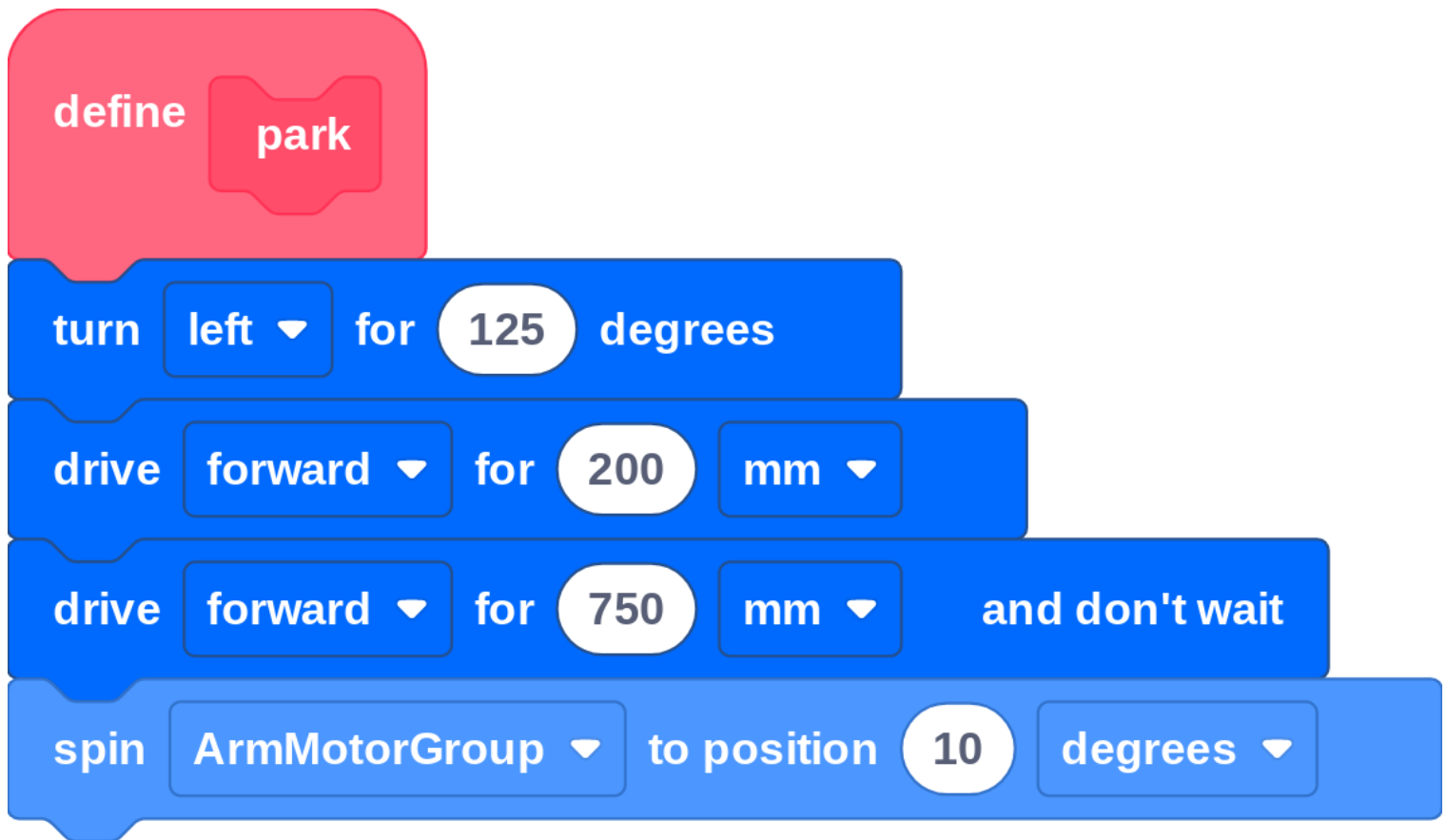
spin ArmMotorGroup to position 360 degrees and don't wait

turn right for 137 degrees

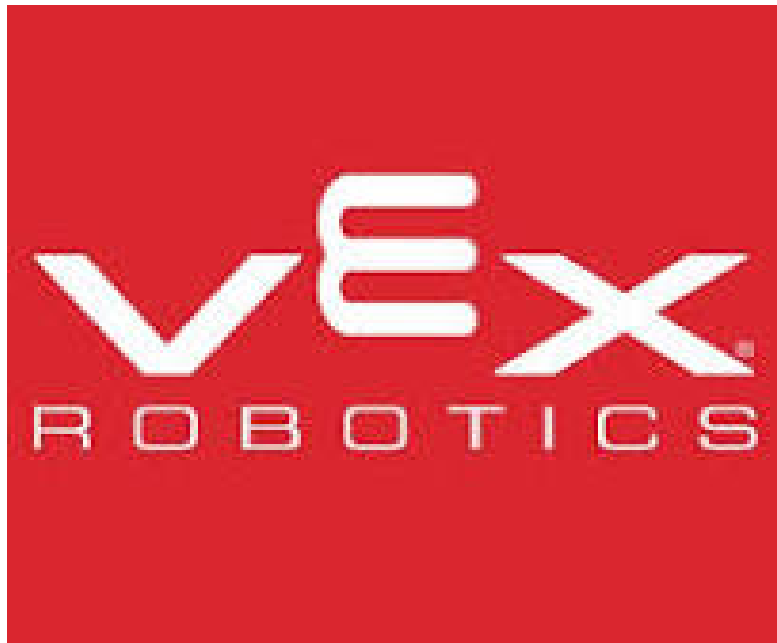
drive forward for 215 mm

spin IntakeMotorGroup outtake for 1 turns

In this block of code, I knock down the last red and score two purple blocks in the last goal. By now the code has scored 71 points and is in a position to fully park in the supply zone.



This is the final block and definitely the hardest function to make. Don't let it deceive you with how small it is; it took me hours and hours to make, because everything needs to be absolutely perfect. What I do is drive into the bar in the supply zone and bring the arm down at the exact same time. This function allows me to actually "glitch" the python (VEX code) software itself to allow me to go through the bar into the supply zone and fully park. By now the code has 81 points if everything works correctly (which happens 70-80% of the time)!



Title: "The More You Code" (VEX VR Code Online Challenge Submission)

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