

Team Name: _____

**FRC 6328: Littleton FLL
City Shaper Strategy Worksheet**

Mission Number	Mission Name	Mission Description	Points	Difficulty Rating (1-10)	Points to Difficulty Ratio
1	Elevated Places	1.			
		2.			
2	Crane	1.			
		2.			
		3.			
3	Inspection Drone				
4	Design for Wildlife				
5	Treehouse	1.			
		2.			
6	Traffic Jam				
7	Swing				
8	Elevator	1.			
		2.			
9	Safety Factor				

Difficulty Rating Key: Assign a value from 1 to 10 on how difficult you think the mission will be to complete, with 1 being very easy, and 10 being extremely difficult. To get the points to difficulty ratio, divide the points the mission is worth by the difficulty rating. This ratio will give you a numerical value to compare missions against one another, so it is easy to decide which missions are the most strategic to complete first.

10	Steel Construction				
11	Innovative Architecture	1.			
		2.			
12	Design & Build	1.			
		2.			
13	Sustainability Upgrades				
14	Precision		6: 5: 4: 3: 2: 1:	NA	NA

Rules Questions

1. How many motors can you have on your robot, and which motors are legal?
2. How many sensors can you have on your robot, and which sensors are legal?
3. How long is a match?
4. Mark out Mat, Home, Large Inspection Area, Small Inspection Area and Launch Area on the drawing below.



5. What are the Large and Small Inspection areas? What is the benefit of the Small Inspection area? What exceptions apply to the Small Inspection area rule?
6. How tall can your robot during pre-match inspection, during Launch, and when it is outside of the Launch Area?

7. What happens when you interrupt the Robot when it is not completely in Home?

8. What happens to Cargo the Robot is carrying when you interrupt the Robot in the following scenarios:
 - a. Robot is completely in the Launch Area

 - b. Robot is not completely in the Launch Area and the Cargo was acquired in Home

 - c. Robot is not completely in the Launch Area and the Cargo was acquired not completely in Home

9. Define the terms "INDEPENDENT" and "SUPPORTED" from the game manual.