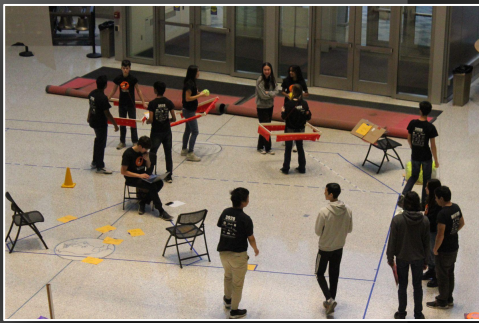


# TEAM NEUTRINO

## 2024 Week 1 Newsletter



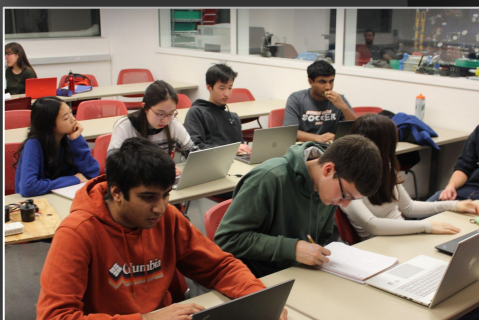
### Kick-Off

This past Saturday, the 2024 FRC game, Crescendo, was officially released to the public. Members of the team got together to collectively watch the game release and brainstorm strategies for the season. Several team members enacted a simulation of this year's game with a prototype field created by team mentors and alumni.



### Monday Discussion

On Monday, the second official day of build season, students discussed potential strategies, design ideas, and game rules to kickstart the design process. Students spent 3 hours to recount what was learned during Saturday's Kickoff, while deciding on future steps for the build season.



### Controls

Controls has been working on coding subsystems that are going to be on the robot. They are making progress on swerve, climb, and shooter subsystems, LEDs have also been a success. In addition to having fixed the testboards and testing code on them, they have also started battery testing to get NEWtrinos involved. They are also really enjoying their new computers.



### Prototyping

Team Neutrino members spent the first week of build season prototyping many types of subsystems, including the shooter and the intake system. Through creative usage of wood blocks, wheels, and shafts, students were able to achieve success in implementing their prototyping ideas. The information the team gathered in prototyping will be critical to future decisions for robot development.