

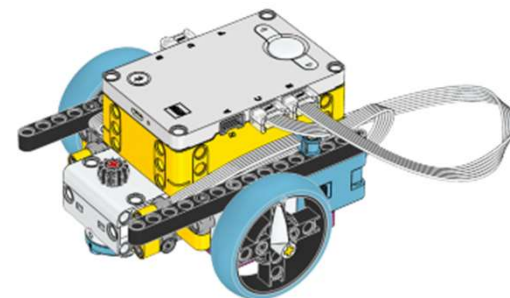
# Problems so far

We originally added a wheel but it didn't work so we went back to the ball.

We had a cog so that the force of the motor was stronger but the wheels were rubbing so we couldn't turn it.

We restarted from Driving Base 1 on the Lego website.

<https://assets.education.lego.com/v3/assets/blt293eea581807678a/blte58422fa7d508a60/5f8802b882eaa522ca601c9f/driving-base-bi-pdf-book1of1.pdf?locale=en-us>



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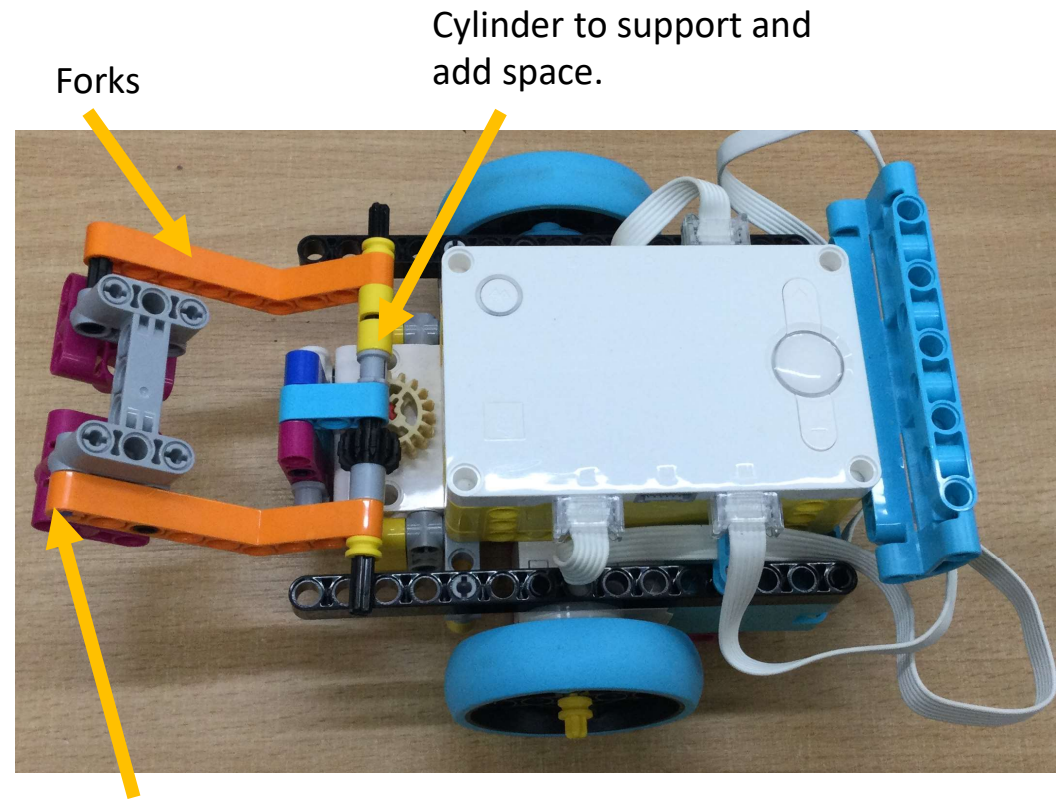
EMILIE

# Robot Design

We added 2 orange forks to push down levers.

The forks were getting stuck on the motor so we added hollow cylinders to support and space out the forks.

We added **Ben's Hammer**!(which was NOT Ben's idea) It gives the forks extra weight and extra length.



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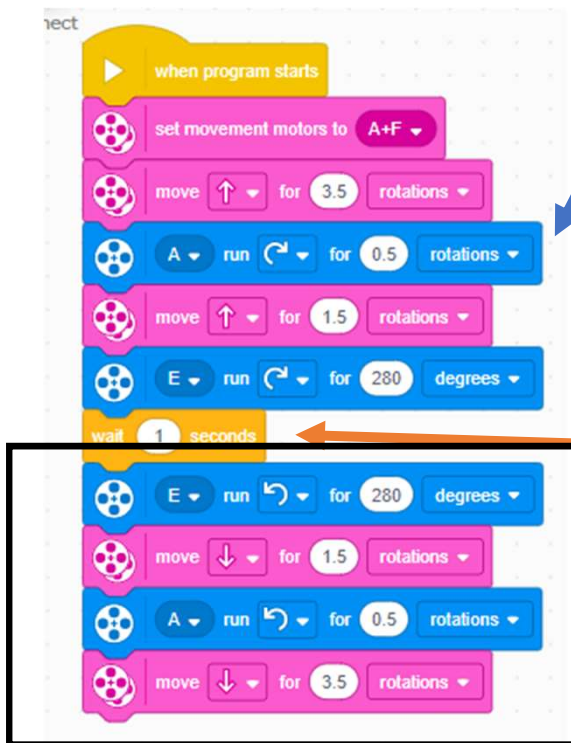
# Releasing the Shark

We had to debug the rotations because it didn't go far enough then too far.

The forks didn't have enough weight to push the lever. We added Ben's hammer to add weight and length.

We added a wait so that we could be sure the shark would have time to slide off the Lego model.

We duplicated all of our programming and switched it to the opposite side so that it would go back to the starting position.

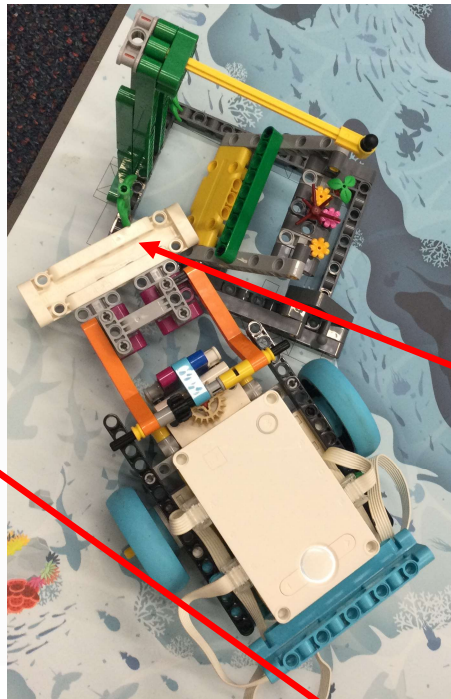


# The Coral Reef

Our robot wasn't going far enough to smash it down.

We added extensions which we call the extensionations.

Our extension didn't go up because it was getting stuck underneath the model so we move it back slightly to allow it to push up to it's starting position.



```
when program starts
  set movement motors to A+F
  move ↑ for 4.5 rotations
  A run ↻ for 0.5 rotations
  move ↑ for 0.1 rotations
  E run ↻ for 280 degrees
  wait 1 seconds
  move ↓ for 0.1 rotations
  E run ↻ for 280 degrees
  move ↓ for 0.1 rotations
  A run ↻ for 0.5 rotations
  move ↓ for 4.5 rotations
```

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