

# Mock Kickoff Brainstorming

## Team Name:

### Scoring

What are all the possible ways to score?

### Strategy

- What are the key aspects of the game?
- What is necessary to guarantee victory? Is that possible?
- How would you play offense? Defense?
- What are the “best” strategies a robot can play?

### Autonomous & end game periods:

- What is different and is it worth it to design for those differences?

### Predicting

- Alliance score for an average game?
- Score for the best teams?

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## Robot design

- What are the critical capabilities a robot needs to be successful?
- What drive trains might work best? Tank, mecanum, swerve, butterfly, etc.
- What kind of mechanisms will be most effective at interacting with the game pieces?
- Minimum competitive entry: what is the simplest robot that can still effectively play the game?