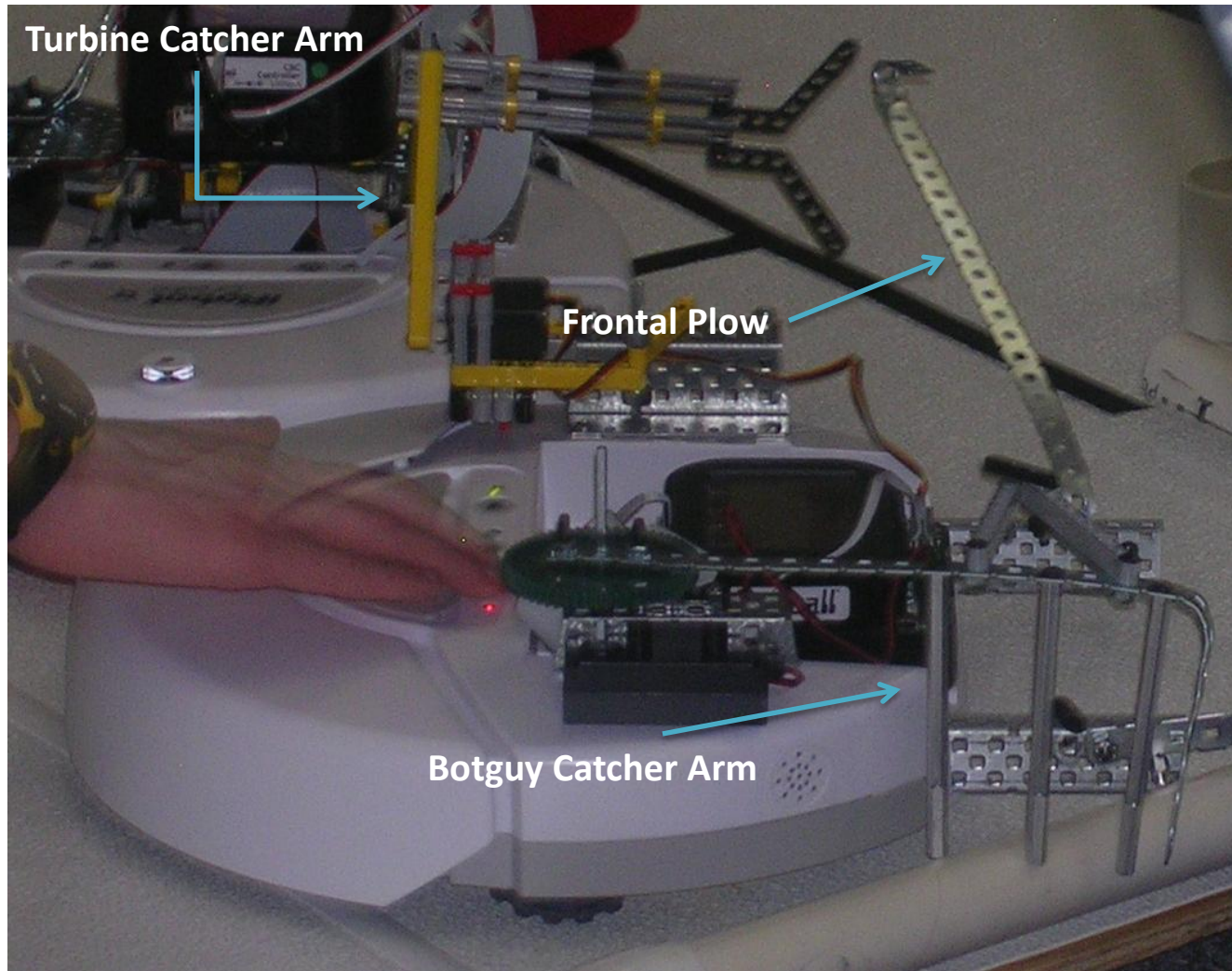
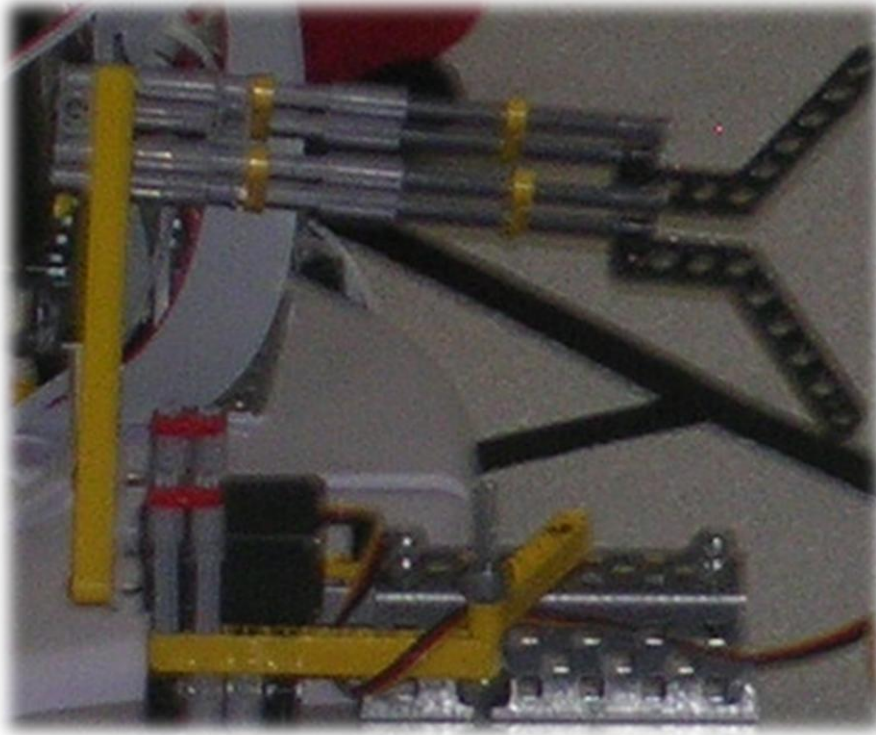


The Create Robot Components

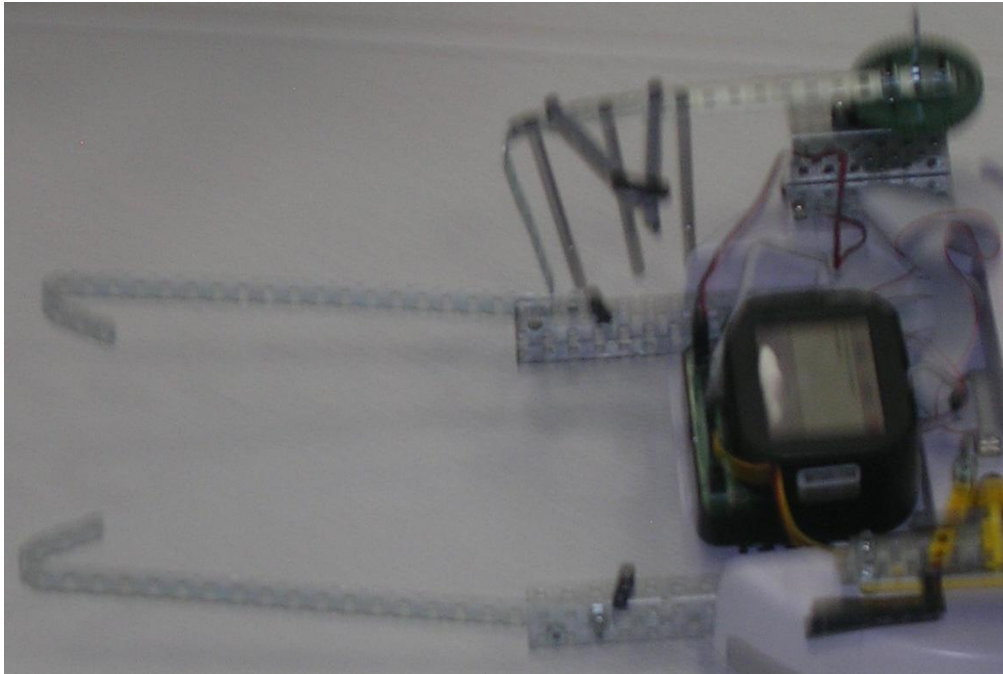


Why the Turbine Catcher Arm?



We chose to use the turbine collector arm because our team, in our plans, wanted an arm that could grab and hold multiple turbines. We came up with this idea by brainstorming possible ideas on a whiteboard. From those ideas we selected a design for the turbine arm. What is favorable about this design is that it is light enough to be moved and maneuvered, but has enough volume to hold many turbines.

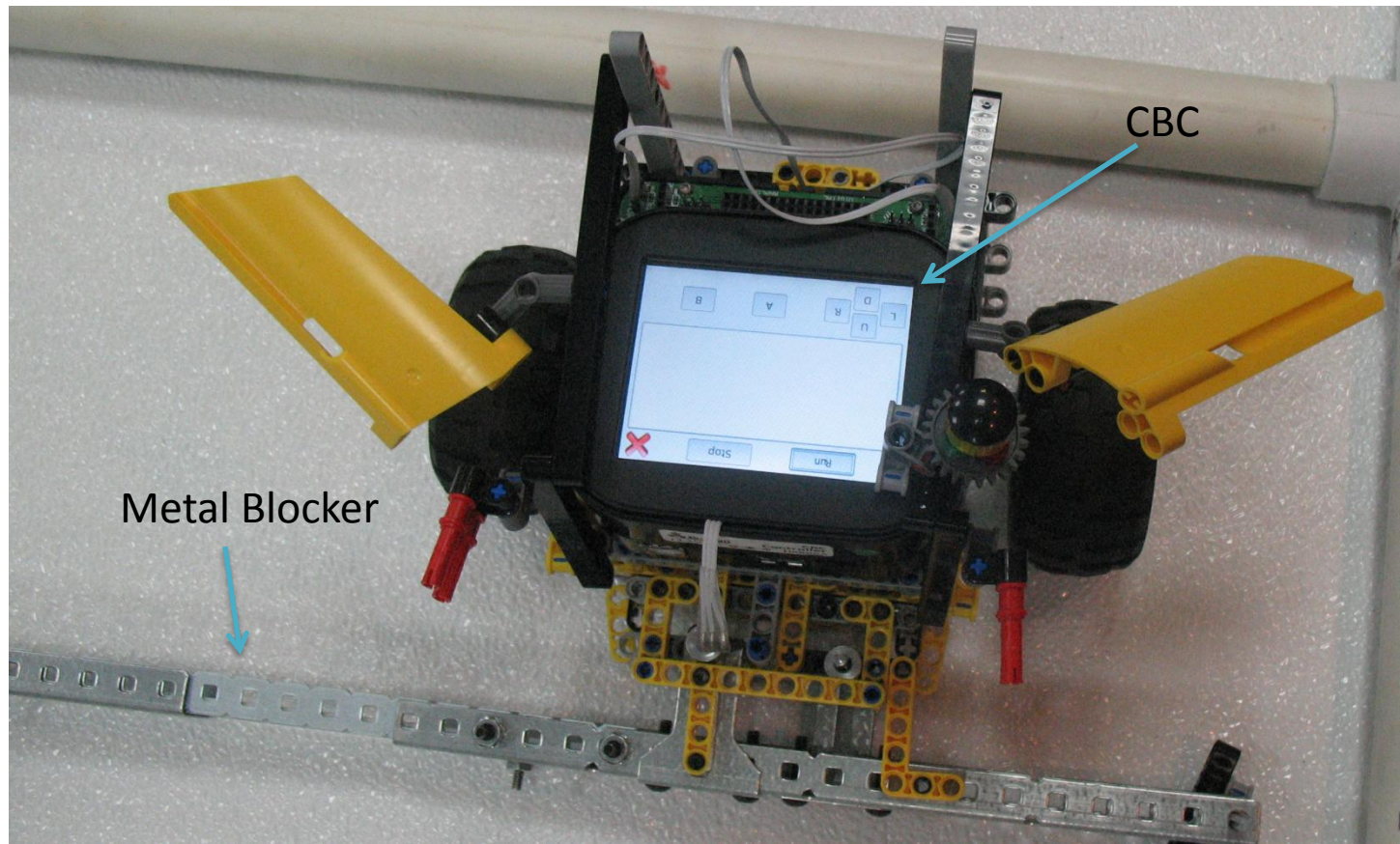
Why the Botguy Arm and Why the Plow?



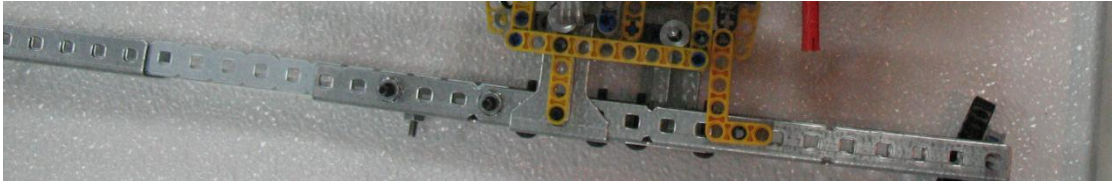
In our initial design for our robot we wanted a way to grab Botguy off of the pedestal. We chose to use this design for the Botguy arm because it best utilized The side of the frontal plows. Also the use this design was the fastest and easiest to program and activate. However this design was originally our second choice, but became our primary choice since the first choice needed too many Lego pieces.

Also in our design we wanted a way to grab the cups of tribbles. We chose to use this design it made good use of the metal work. Also our group wanted the plow to be strong and sturdy, which the Lego pieces couldn't deliver.

The CBC Components



Why the Metal Blocker?



On the CBC Robot we wanted to use an offensive strategy, so that we blocked the opponent's slope. We chose this design because it was the strongest, ensuring it could block the opponent's create robot from entering the peak. The bar was our second choice but was selected because our first design was too weak and couldn't stop the create. Some downsides to the metal bar is that it is too heavy and cannot be folded or compressed for easier carrying.