## Most Critical Module (pt. 1) **Rack-and-Pinion Elevator**

- Design Requirements:
  - Exert 4 pounds of down force when fully extended
  - Exert 8 pounds of up force when fully extended



- Start match with all attached parts within 8 inches of the ground plane
- Extend such that the top of the carriage is 13 inches above the ground



#### **Technical Calculation Rack-and-Pinion Elevator**



max power.  $w_{pp} = \frac{1}{2} w_{no \, bad} = 20.83 \, \text{RPM}$ output @  $v_{pp} = \frac{1}{2} v_{shall} = 125 \, \text{ozin}$ At constant speed,  $O = n - Fr \rightarrow r = \frac{n}{F}$ Therefore, applying a peak power targue for a

Applying a peak power targe for a F=+81bs reques  $r = \frac{12502 in}{F} = \frac{0.95^3}{81bs \times 16^{02}/in}$ 

We obviously choose the 25-2 tongue servo. (i) Who load = 50 RPM -> (50) Who load = 41.67 RPM "Ustall = 300 ozin" "stall = 250 ozin

$$F = -41bs requires r = -\frac{v_{pp}}{F} = -\frac{12502in}{-41bs \times 16^{\circ}/in} = 1.95^{\circ}$$

$$F = -41bs \times 16^{\circ}/in$$

### Most Critical Module (pt. 2) "Up-High" End Effector Suite

- Design Requirements:
  - Cut the zipline at height B
  - Latch on to and slide down the zipline at height C
  - Knock the paint cans off of the platform (when coupled with a linear motion of the drivebase)
  - Hook the iron trap multiplier ring



## Drivebase



- Design Requirements:
  - Securely hold the MCM, Battery Pack, and Arduino Carrier Board
  - Securely hold two servos in the back with drive wheels
  - Smoothly drive on the flat parts of the gameboard
  - Drive up the ramps without tipping
  - Prevent tipping when setting the iron trap

# Jack Scoop

- Design Requirements:
  - Fold to be completely within the 8"x8" starting box
  - Pick up as many jacks as possible when driven into them
  - Lift the jacks and itself over the ledge on the third floor
  - Dump the jacks off of the ledge into the scoring box





# Final Design

