# #1 Into Orbit Robot Game Checklist

Team Name/Number:_____

| | Make sure you take pictures and document your robot design and programming processes. | | | ✔ |
|---|---|---|---|---|
| 1 | Complete the **#1 Mission Brainstorming Sheet** on paper. | | | |
| 2 | Summarize team's #1 Mission Brainstorming Sheet for the team's notebook. | | | |
| 3 | Add the #1 Mission Brainstorming Sheet to team notebook. | | | |
| 4 | Complete the **#2 Launch Strategy Sheet** on paper. | | | |
| 5 | Divide the Launches to team members. | | | |
| 6 | Add the #2 Launch Strategy Sheet to team notebook. | | | |
| 7 | Programming Manager: Complete the Robot Game Gantt Chart. | | | |
| 8 | Complete the **#3 Launch Planning Sheet** on paper for each launch. | | | |
| | **Building Managers:** | ✔ | **Team:** | ✔ |
| 9 | Collect all Launch Planning Sheet from the teams. | | Prototype and test each launch attachment. | |
| 10 | Complete the **#4 Drivetrain/Chassis Specification Sheet** on paper. | | Take picture and document what worked and didn't work. | |
| 11 | Complete the **#5 Drivetrain/Chassis Building Checklist**. | | Build the attachments. | |
| 12 | Enter the picture and description of the chassis in team's engineering notebook. | | Enter the picture and description of the attachments in team's engineering notebook. | |
| 13 | Complete the **#6 Flow Chart** for each launch. | | | |
| 14 | Complete the **#7 Pseudocodes and Navigation Chart** for each launch. | | | |
| | **Programming Managers:** | ✔ | **Team:** | ✔ |
| 15 | Complete the **#8 Distance Lab.** | | Program and test each launch. | |
| 16 | Complete the **#9 My Blocks** for the team. | | Practice and time running each launch. | |
| 17 | Complete **#10 Game Plan Sheet** for the team. | | | |
| 18 | Complete **#11 Robot Design Presentations.** | | | |
| 19 | **Practice presentation and interview.** | | | |
| | **Building Managers:** | ✔ | **Programming Managers:** | ✔ |
| 20 | Complete **#12 Robot Design Executive Summary (RDES) Part A** for the FLL judging. | | Complete **#12 Robot Design Executive Summary (RDES) Part B** for the FLL judging. | |
| 21 | Optional: Make a highlight sheet for the team's robot design | | Optional: Make a highlight sheet for the team's programming. | |
| 22 | Optional: Make a poster board for Robot Design and Programming. | | | |