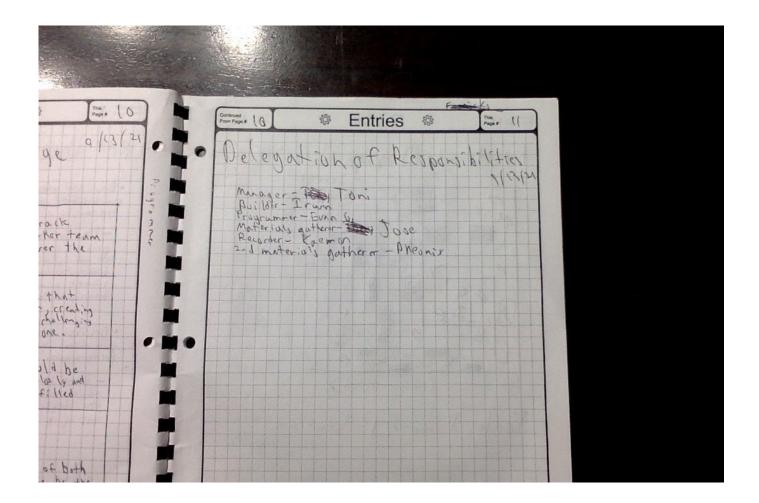
Robot Arena Design Process.

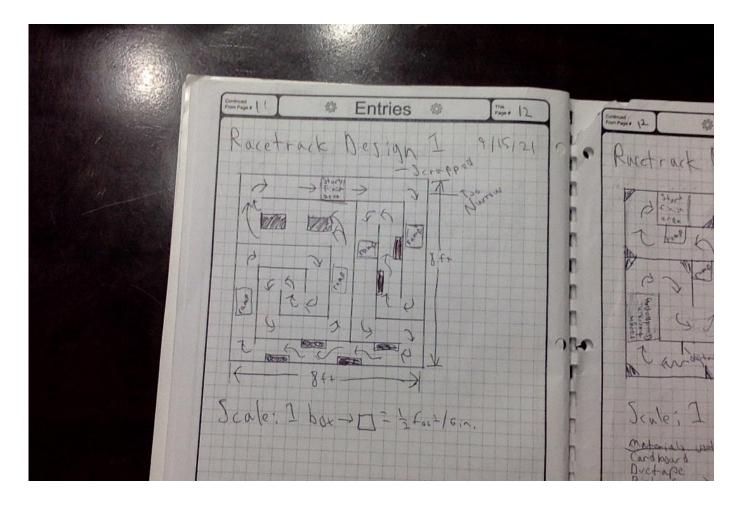
Design Brief

	Robo Rally Challenge alistar Design Brice	Delegation of
	Turget: To either create a rectrack ?? challoning enough for the other team ?? other team's resetrant	Manager - The Toni Puiller - Tran Programme - Sone (Motorials gather - Recorder - Karman 2.1 materials gather on
	Problem to solve: creating a course that isn't to easy can the other trans, creating a robat copeable as man enviring a challenging course, and putting together each one.	E.
	Purpose: Designers's Approach would be to create the freek and exist maticize by and providely as that even good a fullified	
	Construints: Rebots invise begin and and "Dimensions of bith at finish Vine "Both trains will use since units and scale the Drive Program "Pable may be driving on the Polet Brain us a produce round Unce be take recording	
	CUAN GUARU (2) SATE UNT D TIME DEMONST	Evan Gonzalis Evan Gonzalis Envisitioea

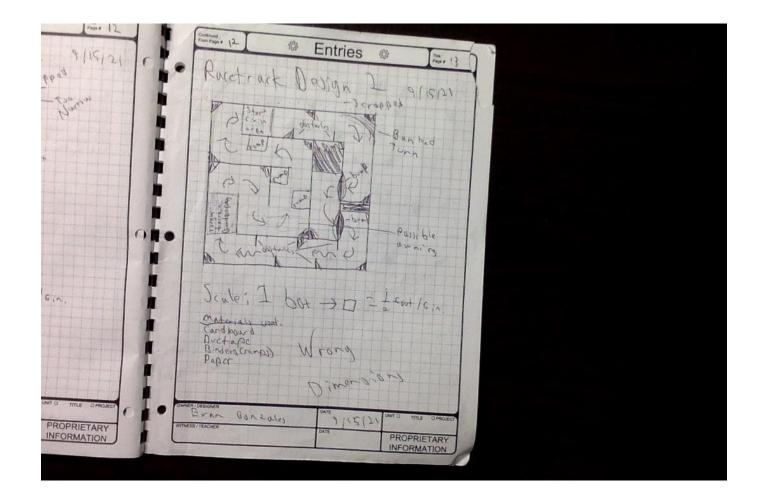
Delegation of Responsiblities



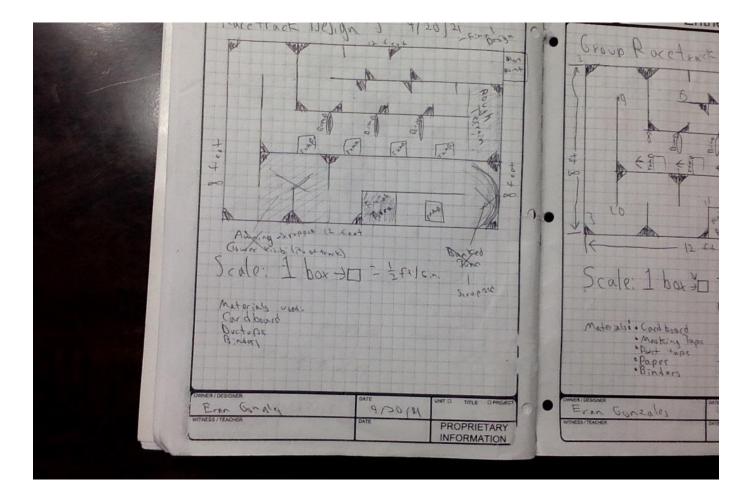
1st Racetrack Design



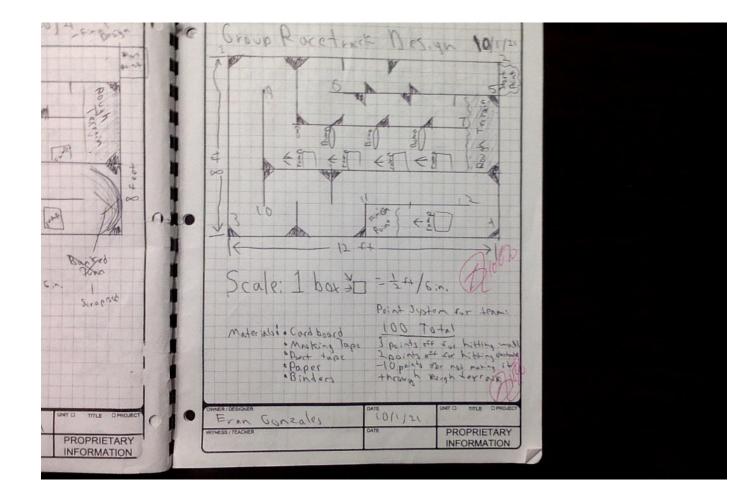
2nd Racetrack Design



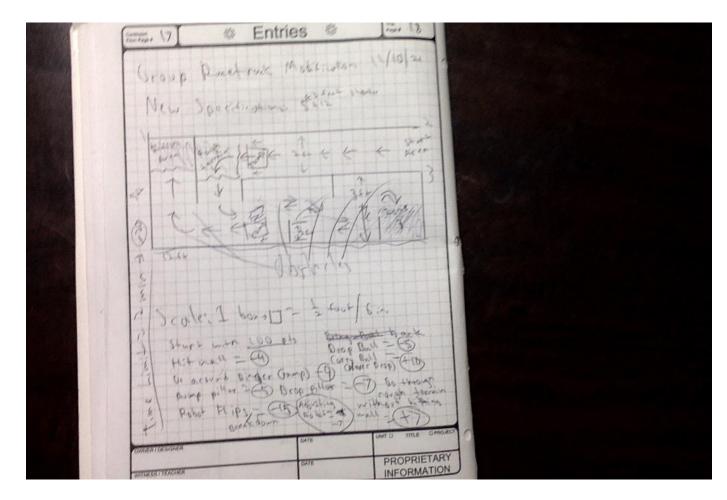
3rd Racetrack Design



4th Racetrack Design



Final Racetrack Design With Maneuvering Strategy



Robot Design Sketch

