FRC 4909 – Bionics

Billerica Memorial High School

Game Analysis Guide Template

Part A – Identifying Tasks

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Ways to Score Points** |  | **Ways to Stop Opponent** |
| 1 |  | 1 | *Add more rows as needed* |
| 2 |  | 2 |  |
| 3 |  | 3 |  |
| 4 |  | 4 |  |
| 5 |  | 5 |  |

|  |  |
| --- | --- |
|  | **Penalties that May Limit Scoring** |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |

|  |
| --- |
| **Maximum Possible Score** |
|  |

*Benefit to Winning Match (Score 1-100 Arbitrarily)*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Ways to Score Points** | 1-100 |  | **Ways to Stop Opponent** | 1-100 |
| 1 |  |  | 1 |  |  |
| 2 |  |  | 2 |  |  |
| 3 |  |  | 3 |  |  |
| 4 |  |  | 4 |  |  |
| 5 |  |  | 5 |  |  |

*Difficulty to Complete (1-10)*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Ways to Score Points** | 1-10 |  | **Ways to Stop Opponent** | 1-10 |
| 1 |  |  | 1 |  |  |
| 2 |  |  | 2 |  |  |
| 3 |  |  | 3 |  |  |
| 4 |  |  | 4 |  |  |
| 5 |  |  | 5 |  |  |

*Benefit to Difficulty Ratio*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Ways to Score Points** |  |  | **Ways to Stop Opponent** |  |
| 1 |  |  | 1 |  |  |
| 2 |  |  | 2 |  |  |
| 3 |  |  | 3 |  |  |
| 4 |  |  | 4 |  |  |
| 5 |  |  | 5 |  |  |

Part B - Prioritization of Tasks

*List of Robot Qualities (What should the robot be like?)*

|  |  |
| --- | --- |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |

*List of Robot Functionalities*

|  |  |
| --- | --- |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |

The combination of these two lists act as the Functional Requirements for the robot.

*How do we build a robot that achieves the stated abilities and qualities?*