

September 2017

StuyPulse Team 694 Newsletter

Stuyvesant High School's FIRST Robotics Team



Hudson Valley Rally

Rafael made one of his last appearances at the Hudson Valley Rally. In the qualification matches, Rafael ended with a 7-1 record and became an alliance captain, ranking first. In the playoffs, Rafael made it all the way to the semifinals after many tough matches. We are happy that Rafael was able to make it this far, and are thankful to Teams 3419 and 5298 for being part of our alliance!



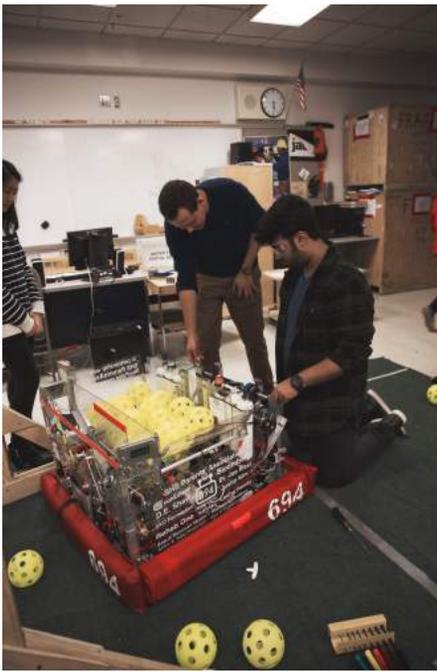
Interest Meeting

StuyPulse also held its annual interest meeting for newbies in the cafeteria. In a room packed with 200+ potential members, we presented our past robots and gave a presentation on what FRC and FTC are about. The number of students that showed interest in the team was incredible and current team members are looking forward to a season of learning and creating new bonds. We're looking forward to another great season!



Engineering

Engineers made a new game for the incoming newbies based off the past FRC game, FIRST Stronghold. The game involves picking up balls and scoring them into goals all while getting past obstacles and will be played with the VEX robot kits. Engineers finished making the game manual and the field for the newbie game. They also looked at the 2012 game, Rebound Rumble, and robot, JoeBot, to prototype for the 2018 build season. Finally, Rafael came back from China, and he was fixed and modified in preparation for the Hudson Valley Rally.



Software Engineering

Software engineers worked on a scouting app that will make scouting during competitions easier and more efficient. We were able to test the app at the Hudson Valley Rally. The first version of the app allows us to input various data about other robots, such as its auton capabilities and scoring statistics. Scouters can use the app to also input comments on other robots, and filter all the data to look for specific information. However, since the frontend was written in basic HTML and CSS, software engineers began to incorporate a JavaScript framework called Polymer that will give the app more abilities. They also worked on improving the newbie education curriculum that has been presented to new software engineering newbies. Finally, they fine-tuned Rafael's shooter to make it more stable and accurate.

Marketing

Marketers primarily worked on making sure paperwork and forms, along with team dues, were submitted on time. Marketers also worked on various other things, such as submitting the Parent's Association grant, decorating the hallways and the display cases in our school, and discussing future projects and events to do in our off season. Finally, we finished packing and sending out sponsor gifts to all of our wonderful sponsors.



Important Dates

Brunswick Eruption- November 11th
Kickoff- January 8th
Barnes and Noble Mini Maker Faire-
November 12th

Contact us!

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