

FIRST[®]

AGILE[™]

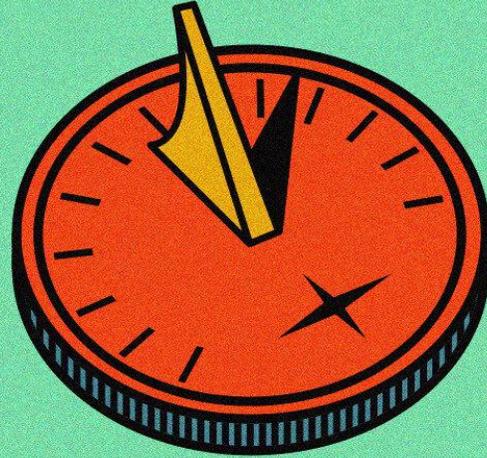
PRESENTED BY **Qualcomm**

2025 NM FTC KICKOFF



**FIRST
TECH
CHALLENGE**

**FIRST
AGE**
PRESENTED BY Qualcomm



DECODETM



PRESENTED BY



RTX





Designing & Building Basics

Presented by Gear Masters #10348

2025 NM FTC KICKOFF



PRESENTED BY



Sept 6, 2025





Designing & Building Basics



Design – Where Do We Start?

- Brainstorm
 - Strategy – What are you going to try to accomplish? Which parts of the challenge will you prioritize? What will your robot do in Autonomous, End Game, the rest of the match? How will your robot complement other robots?
 - Overall Design – What will you need to accomplish your strategy? What kind of mechanisms will we need? What kind of chassis and special considerations do we have?
 - Chassis – Drive Base (2 or 4 wheel drive, omni wheels, mecanum wheels)
 - Subsystem Design – What systems will be need to complete our strategy?



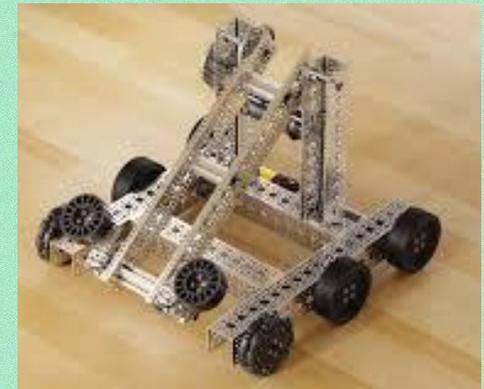


Designing & Building Basics



Starter Bots

- Rev
- Tetrix
- GoBilda
- Robits
- Previous Years' Designs
- Previous Years' Videos
- Robot in 3 Days (RI3D)





Designing & Building Basics



Prototyping

- Chassis – Base for your robot and the rest of your design
- Subsystem Design – How your robot actually completes the challenge components
- Sketching – Visualize your ideas to think through issues and share your ideas with other
- Prototype – You can start building prototypes to try your ideas. FTC build systems are great for experimenting and quickly building prototypes. Learn and build multiple prototypes or iterations to find the best solutions.
- CAD (TinkerCAD, OnShape, Fusion 360) – Computer Aided Drafting can be used to design your robot, and design 3D-printed parts. Beginners can get started with TinkerCAD, and more advanced users can use sophisticated systems like OnShape to design their entire robot.
- Documentation & Collaboration (Google Drive, Padlet)
- Photos – It's important to document your engineering journey. Take pictures often!





Designing & Building Basics



Building Systems

- Rev
- GoBilda
- Studica
- Robits (AndyMark)
- Tetrix



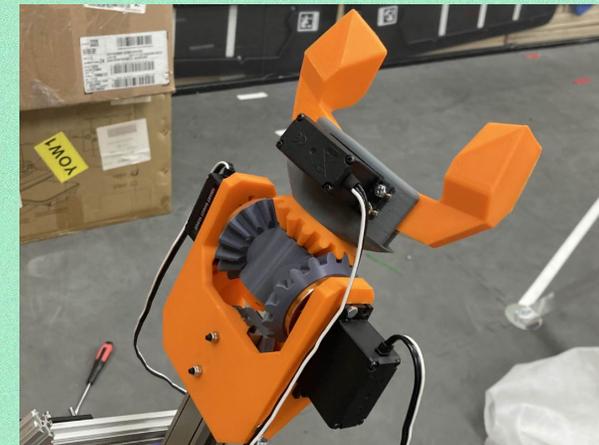


Designing & Building Basics



Custom Parts and FTC Limitations

- FTC Legal parts (<https://ftc-resources.firstinspires.org/ftc/game/manual>)
- COTS (Commercial Off-the-Shelf parts) - Single degree of mechanical freedom (DoF)
- Custom Parts
 - 3D Printing
 - Metal (CNC, waterjet, hand-cut)
 - Wood
 - Plastic parts
- Pre-built parts/kits/systems
- Motors, servos, sensors, and electronics





THANK YOU!



**If you have questions, please
reach out through our coach at:
zvannote@gmail.com**

