Customer Needs

| Questions | Responses | Interpretations |
|-------------------------------|------------------------------|---------------------------------|
| How will the camera impact | The IR camera may cause | A mask whether programmed |
| the sensors in the cave? | excess noise in the | or physical needs to be |
| | environment. | present. |
| Is there a size constraint? | Yes, 12x12x12 inches to | The robot must fit into a |
| | start. | 12x12x12 inch cube but can |
| | | expand afterward, so folding |
| | | parts may be an option. |
| What should we focus on? | Having a robot that may not | Focus on what gets us the |
| | be the best at everything. | most points and make sure |
| | | our robot can do all the |
| | | chosen tasks. |
| Is there anything not allowed | Yes, a list of materials and | Make sure that none of the |
| on the robot? | systems are not allowed. | items on the illegal materials |
| | | list are present in the robot's |
| | | design. |
| Is there a mass constraint? | 12 kilograms. | 26 pounds is the goal weight, |
| | | so we are not near the weight |
| | | limitation |

| Is there a time constraint? | Yes, 3 minutes. | The robot will have a |
|---------------------------------|-------------------------------|--------------------------------|
| | | maximum of 3 minutes to |
| | | complete all its tasks. |
| What will be required to let | A start LED will be attached | Make sure the robot can sense |
| the robot know when to start? | to the field wall. | an illuminated LED so it will |
| | | start operating thereafter. |
| How are points acquired? | There are several ways to get | Reference the game manual |
| | points, and they are detailed | to design the robot based on |
| | out in the game manual. | point allocation. |
| Is the team beacon provided? | No. The beacon should be | The design of the |
| | designed by the team and | team beacon is up to team |
| | must pass inspection. Must | 507, provided it follows the |
| | follow rules in section 3.5.4 | guidelines in section 3.5.4 |
| | of the game manual. | |
| Can the robot modify the | Any damage to the field can | Design the robot such that it |
| field? | be penalized with a yellow | will not damage or destroy |
| | card. Significant damage | the game field. |
| | requiring extensive repairs | |
| | can merit a red card. | |
| Are there any limitations | No, as long as the robot does | Make the robot so that it will |
| what can be used to propel | not damage the field and | not damage the field and use |
| the robot (i.e. wheels and tank | adheres to the Mechanical | the game manual as a |
| treads)? | | reference when considering |

| | Robot Rules in the game | the use of different |
|-------------------------------|-------------------------------|------------------------------|
| | manual. | mechanisms and propulsion |
| | | systems. |
| Will the position of the game | The astral materials will be | Design a robot to |
| elements in the playing field | randomly placed on the field. | accommodate positional |
| be standardized? | The shipping containers and | variance of the game |
| | other game elements have a | elements as described by the |
| | positional tolerance that may | game manual. |
| | vary ±1 inch. | |

For team 507 there are not customer needs as may be present in other projects.

Functionally the customer is the Southeast Con competition, with the primary method of communication being the game manual they've provided. This game manual is quite thorough in its descriptions of the competition and can be consulted anytime with internet access, any questions about the competition should be answered through the manual. Southeast Con has provided a Discord server to connect with other teams, but the information within this social network is not inerrant as it is within the game manual.