

How to decide on a mission strategy

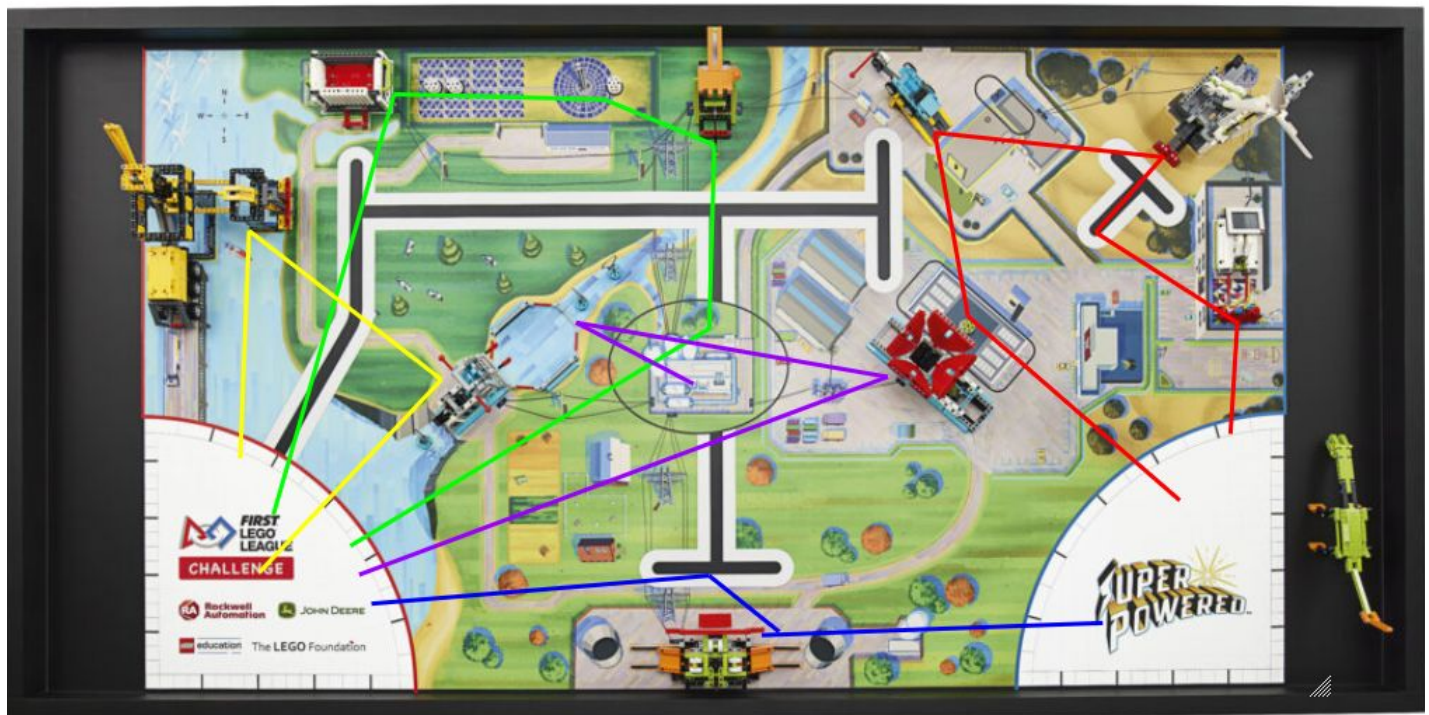
The main point of a mission strategy is to help you plan. Mission strategy planning is very important as it helps you be prepared at the game board. How does setting point goals help you with planning missions? Say your team wants to score 200 points at Regionals. Your goal of 200 points at Regionals will help you know what missions your robot needs to complete in order to meet your goal. Planning missions and how to complete them is simple with a mission map, which shows how your robot completes the missions in order to surpass your goal.

The Cyber Turtles suggest these tips for your mission maps:

- Discuss with your team which missions to include in your robot runs.
- You might want to complete missions that have a few number of motions and a higher number of points if completed.
- Chart a map of the gameboard with routes that follow up with missions.
- Missions with similar motions, or that use the same attachment, should be grouped into the same run, if possible.
- Make sure to include changeovers. Changeovers are breaks in between runs to switch out attachments personalized for each run, considering the motion for the missions.
-

Once you know what missions to complete to meet your goal, and the routes to complete them, start coding!

Mission Map Example:



Run 1 — Run 2 — Run 3 — Run 3.5 — Run 4 —

Please contact the Cyber Turtles with any questions or requests to clarify anything. :)