

Team	Leader	Members	Summary
Arrowhead Intake Team	Freddy Bugni	Janet Liu, Sasha Fomina, Saif Younis, Milo Kerr, Nick Viatella, Caroline Johnson	Developing a passive intake for hatch panels from the human player system that makes intake as easy as possible for everyone involved. The design uses two small flutes that go through the center hatch panel hole to hold it against a backstop until the robot is ready to score.
Cargo Intake Team	Nathan McAllister	Claire Hays, Zander Hagedorn, Eli Papagni, Joseph Thompson, Henry Nagle, Anja Nittner, Nithmi Jayasundara	Developing an intake mechanism for the cargo that is reliable, sturdy, and compact. The CI Team is trying to design it so that every time our robot touches the cargo, it owns it right away without fail.
Velcro Intake Team	Evan Long	Zachary Hoblit, Tristan Sturm, Gemma Bertain, James Kobold, Asha Khan, Penelope Drew	The velcro panel intake team is developing a ground pickup for the hatch panels using a simple rotating arm with velcro on the end to interface with the velcro on the hatch panels. The current prototype uses pneumatic pistons to release the panels after the robot has lined up to score next to a cargo intake.

Climber Team	Sam Sands	Charlie Pollock, Max Plauterman, Connor McIlraith, Ellie Bukowski, Louise Bystrom, Noemi Ho, Ethan Kimball	Developing a system to lift either just our robot or our robot and two others onto the 3rd level of the HAB zone. The design uses an elevator and two extra sets of wheels to drive us and our partners onto the platform.
Knife-edge Intake Team	Zatara Nepomuceno	Nathan Hardaker, Sofia Huston-Isais, Michael Papagni, Walsh Klineberg, Maya Brandy, Aidan Phimmasehn, Andrew Yin	Developing a ground intake for the hatch panels using a knife-edge made of polycarbonate. The design uses intake rollers to direct the intake direction hand-off to a scoring mechanism.