Robo Line Runner

Description

If you've ever played basketball then you know one of the conditioning drills coaches do is running the lines. The player starts at the baseline on the court, runs to the foul line, touches it and returns to the baseline. Then they run to half court, touch the line, and return to the baseline. Then they run to the opposite foul line, touch the line and return to the baseline. Then they run the full length of the court touch the line and return to the baseline. It is a very tiring drill. We want to design and build and build a robot that will run this drill. The robot should turn itself off at the end of the drill.

Rules

1. The robot must start at the Starting line.
2. The robot should touch the Foul line and return to the Starting line.
3. It will then touch the Half Court line and return to the Starting line.
4. It will then touch the second Foul line and return to the Starting line.
5. Then the robot must touch the End line and return one last time.
6. Any robot touched by an operator after it has started is disqualified.
7. The robot that runs the lines in the fastest time wins.

18"

End Line

Foul Line

48"

Half Court

Foul Line

Start