



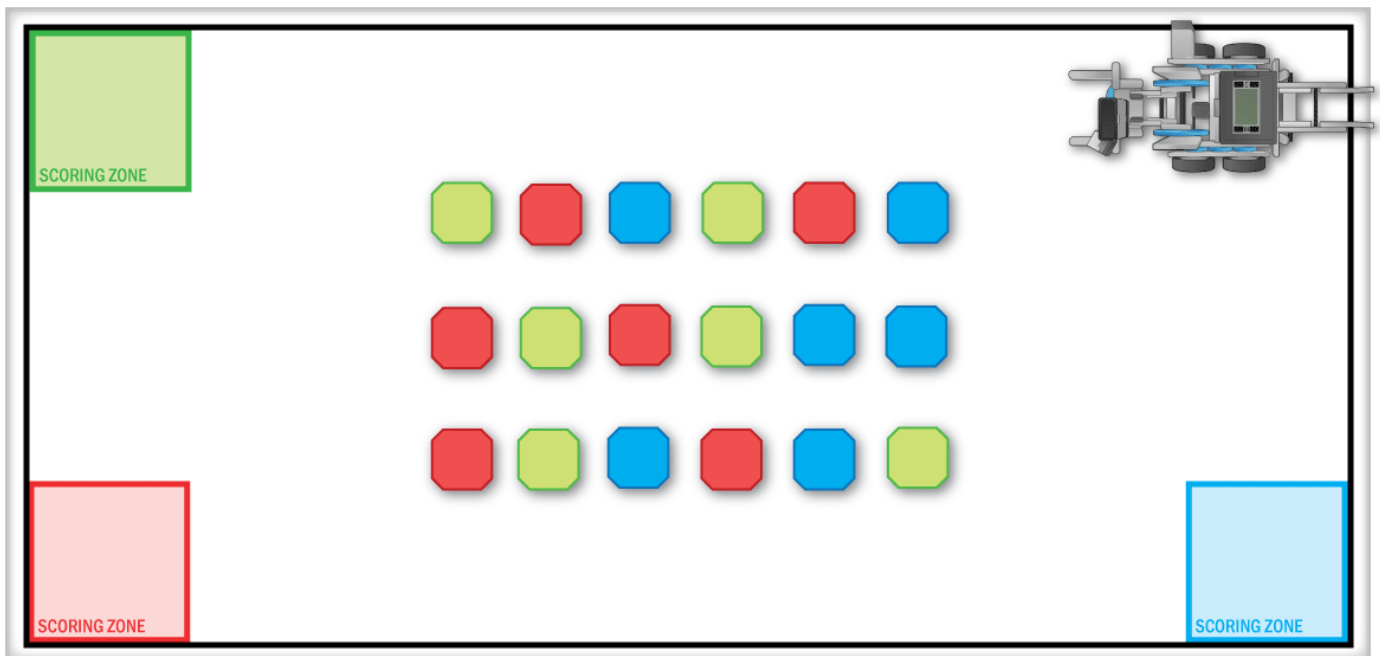
# Introduction to Programming



## CHAPTER 11: Cube Disposal Challenge - Level 1

In this challenge, the robot will have 60 seconds to move as many cubes as possible from the challenge board to their correct scoring zones. Five (5) points are awarded for every cube moved to the same colored scoring zone. At the end of the 60 seconds, the robot must automatically stop.

### Challenge Table Setup:



### Rules and Procedures:

- For this challenge, use the official VEX IQ game pieces to set up the challenge on a 4' x 8' table.
- Robot has exactly 60 seconds to move as many cubes as possible into their matching scoring zones.
- If the robot does not automatically stop after 60 seconds, the final score will be 0.
- Correctly scored cubes are worth five (5) points each.

### Hints:

- Consider using a RepeatUntil Loop with a Timer to make sure your robot stops after 60 seconds.