

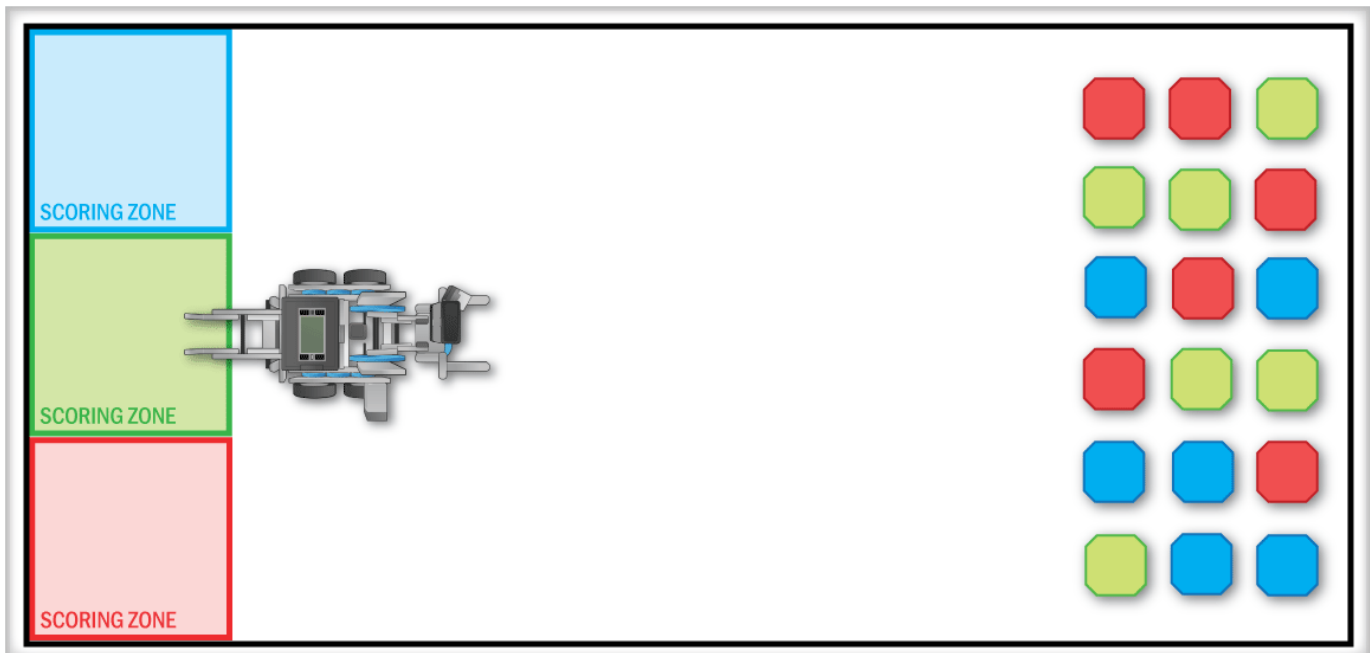
Introduction to Programming



CHAPTER 12: Cube Disposal Challenge - Level 2

In this challenge, the robot has 90 seconds to move as many cubes as possible from the challenge board to their correct scoring zones. The operator must stay on the near side of the table while remotely controlling the robot. Five (5) points are awarded for every cube moved to the same colored scoring zone. At the end of 90 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.
- The operator must stand by the scoring area when controlling the robot.
- The robot has exactly 90 seconds to move as many cubes as possible into their matching scoring zones.
- If the robot does not automatically stop after 90 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 90 seconds.