

Team Update 16

GENERAL

- [The At Home Challenges - Good to Go Guide](#) was updated to V1; edits add info on verifying that the video upload was successful and is visible to reviewers.
- **WPILib C++/Java** – A change in the location of an external online resource caused the previously posted WPILib C++\Java installers to no longer be able to install VSCode. An updated installer has been posted for the latest 2020 (2020.3.2) and 2021 (2021.2.2) releases. Any users with installers saved offline for later use prior to Wednesday, March 24th should download a new version from the [WPILib GitHub](#). There are no updates to the libraries or other software installed by these new installers.

2021 AT HOME CHALLENGES MANUAL

Section 2.4.5 Filming

Teams must showcase ROBOT performance by taking short videos of their ROBOTS completing each challenge. Scores submitted without a video will be discarded. Recommended guidelines are as follows:

- Each video should be recorded from a fixed position outside the operating space of the ROBOT. The exact distance away from the operating space will depend on the height and orientation of the camera to the field, but it's recommended that the camera always have a full-frame view of the operating space if possible. This may require a distance of up to 6 feet away from the operating space.
 - If the camera cannot be fixed (e.g. using a tripod, table, or ladder), movement of the camera during filming should be minimized.
- Each video does not need to use the same field of view but maintaining a consistent field of view whenever possible provides a more uniform viewing experience.
- Each video should be titled with the team number, a hyphen, challenge title, and omit spaces (e.g. Team0001-InterstellarAccuracyChallenge)

Review of submitted videos by *FIRST* HQ may occur after the submission deadline and through April 23, 2021. During this time, raw and computed scores and rankings for the Skills Competition are subject to change. Rankings for a GROUP are considered final when the GROUP'S Winner and Finalist are posted to the corresponding Awards page on the [FRC Events website](#), at which point *FIRST* will notify teams via *FIRST* Robotics Competition social media channels.

Section 3.1 Overview

Winning **Finalist** game(s), or their elements, may inspire or be used as a future official *FIRST* Robotics Competition game! Although *FIRST* is likely to make modifications to any submitted concept, credit will be given to the associated team when the game/element is released.

Section 3.4.1 Awards

Teams are required to submit their Game Design Concept and participate in an interview with *FIRST* Robotics Competition judges to be eligible for awards. The official award guidelines can be found on the [At Home Challenges Award Guidelines](#) webpage. Interviews are virtual and hosted on Microsoft Teams. A Microsoft Teams account is



not required to join the call, but a free account can be used for remote interview practice. See [Using Microsoft Teams](#) for instructions. The awards for this challenge are as follows:

- **Designer’s Award** – Celebrates a team’s outstanding success with the Game Design Challenge. The winner of this award should be a strong candidate for some other awards in this challenge.
 - To be eligible for this award a team is not required to use the Game Design Challenge ELEMENT.
- **Concept Award** – Celebrates a team that creates an interesting, realistic game concept.
 - To be eligible for this award a team is required to use the Game Design Challenge ELEMENT.
- **Imagery Award in honor of Jack Kamen** – In honor of Jack Kamen, Dean’s father, for his dedication to art and illustration and his devotion to *FIRST*. This award celebrates attractiveness in visual aesthetic integration.
- **Creativity Award sponsored by Rockwell Automation** – Celebrates creativity that enhances the overall game design concept.
- **Engineering Design Award** – Celebrates the team that demonstrates sound engineering in the design process.
- **Rookie Design Award (optional)** - Celebrates the rookie team’s outstanding success in the Game Design Challenge.

Except for the Engineering Design Award, awards are granted to one (1) team from each GROUP; the Engineering Design Award celebrates two (2) teams from each GROUP.

Section 5.2 Awards & Judging Logistics

Table 5-1 Regions for Submitted Awards

Region Name	States/Countries included in the Region
Central Asia, Africa, and Europe Region	Afghanistan, Croatia, Germany, France, India, Kazakhstan, Libya, Lesotho, Netherlands, Norway, Poland, South Africa, Ukraine, and United Kingdom

INFINITE RECHARGE GAME MANUAL

No changes.