

# Team Update 18

## GENERAL

---

No changes.

## 2021 AT HOME CHALLENGES MANUAL

---

### Section 3.5 Advancement

The teams selected to advance from the second round will present remotely to members of the *FIRST* Robotics Competition Game Design Team. These Finalists participate in an interview scheduled with HQ Game Designers between June 7<sup>th</sup> and June 18<sup>th</sup> **June 1<sup>st</sup> and June 14<sup>th</sup>**, 2021.

### Section 4.3.1 Additional Requirements for Semi-Finalists

- a description of the innovation impact (500-word limit)
  - How does the team's innovation improve the lives of its users and how is it measured?
- a description of the design (500-word limit)
  - How technology has been used in the design of the innovation (500-word limit)
  - (optional) description of the user experience of the innovation. (200-word limit)
- a description of the business model (500-word limit)
  - How does the model work? How does it include factors/resources for implementation? (500-word limit)
  - (optional) How did feedback from experts and/or users inform the value proposition of the innovation and/or business model? (150-word limit)

...

The following items are optional:

- the team ~~can~~ **cannot** update or refine ~~any~~ **the** answers to the ~~three~~ **technology** questions they made in the Executive Summary submitted earlier; **the other two answers may be edited, and** word counts are expanded to 350 for the problem and solution descriptions.  
(note this edit has also been made to the [Requirements for FIRST Innovation Challenge Semi-Finalist Teams](#) supplement)

## INFINITE RECHARGE GAME MANUAL

---

No changes.