



Week 5: Progress

Feb 15th, 2026

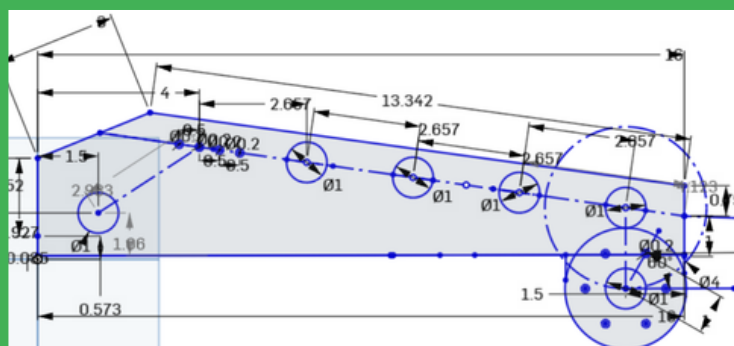
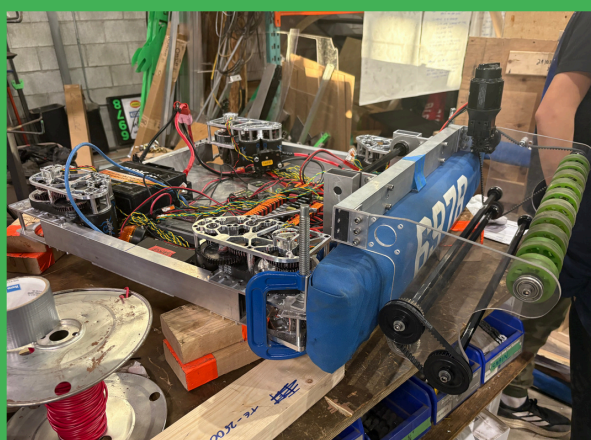
QUICKSTRIKE NIAGARA

TEAM 6978

Thank you for all your support of our team! Without your sponsorship, this build season would not be possible. Here is what we have been working on over the past week.

WHAT HAVE WE BEEN UP TO?

Over the past few weeks we've been working hard designing and programming our robot! While waiting for the design team to finish up, our programming team has been practicing on last year's robot, and the drive team has been preparing parts!

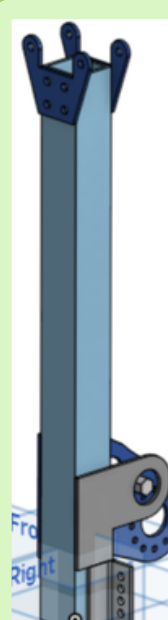
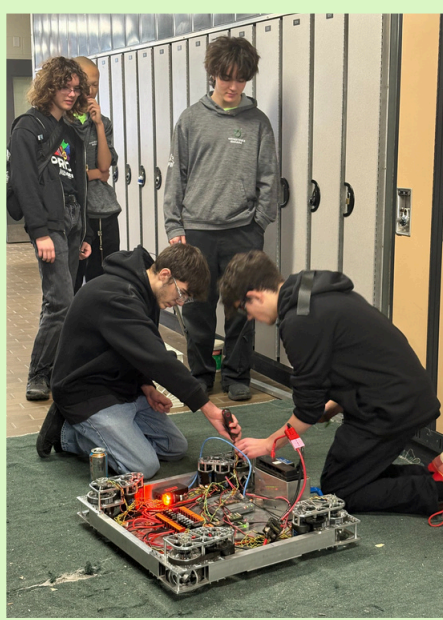
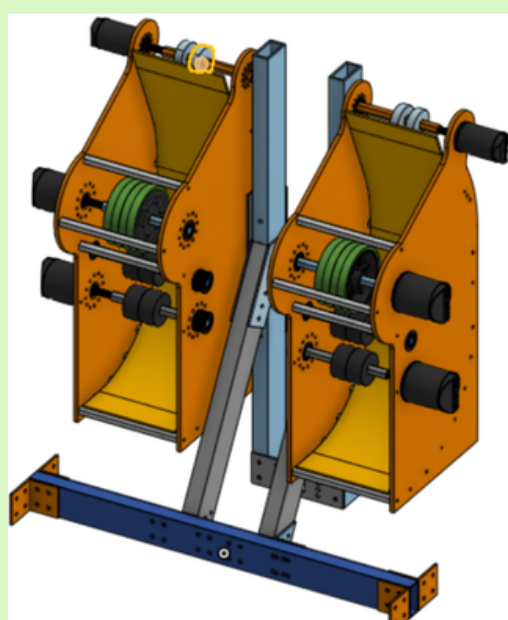
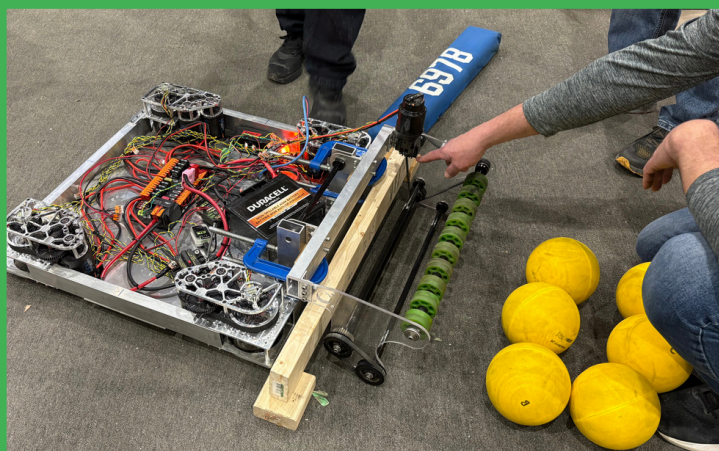


DESIGNING

Our design team has been working hard to finish up designing our robot, and we are nearly there! Our hopper design has gone through many alterations, such as changing how we would expand the hopper, and how we would slide our extension out. We have considered many different versions of a slide for the extension, and have settled on a design close to drawer slides. Originally we had the hopper mounted onto the frame of the robot, but we have since changed its mounting point so it is easily removable and accessible.

BUILDING

Our build team has been practicing aiming fuel with the shooter we have built, and have made our shooting mechanism extremely accurate. We have made great progress on building the frame of our robot, and have begun to build our storage system!



CODING

Our coders have been working hard programming the Limelight for our robot, testing different angles for vision, as well as testing different mounting points for cameras! They have also been testing our intake and shooter, testing different speeds and calculating the rate at which we can shoot and collect game elements. We also used the CTRE program to generate swerve code and tuned it to our desired specifications and responsive control.

