Programming Your V5 Controller & Rocket League
Gradesheet – *(30 pts.)*
Purpose: *Students will learn how to program their Controller.*

Go to the class site for tips on how to program all the buttons on your controller and coding hints that will allow you to achieve all the tasks stated below.

Remote Control Programming		
Program Controller: "Motion" – Using Motors!	**For just this exercise, you will need to use "Motors" instead of "Drivetrain" for Motion.** Program the Left Joystick Direction #3 on your Controller so that both the Left & Right Wheels will move Forward and Backward when #3 joystick is pressed. Program the Right Joystick Direction #1 on your Controller so that your Robot is able to turn right & left when the #1 joystick is pressed.	10pts
Program Controller: "Arm & Claw."	Program the Controller so that the Arm will raise when L1 is pressed. The Arm will lower when L2 is pressed. The Claw will open when R1 is pressed and close when R2 is pressed.	10pts
Brake	Create a Program that: 1. Stops the Arm from lowering and 2. Stops the Claw from opening or closing, when the button is released. *(The code is on the Class Site!).*	10pts
Rocket League!	Student teams will compete against each other to successfully shoot and score the game balls into the goals. Students are free to rewrite their programs (eg. Switch back from Motors to Drivetrain) so that their robots can perform successfully for this game.	