

THE ROBONAUTS' 2019 EVERYBOT

The Robonauts' Everybot, with a final budget of \$1000, is an affordable, robust, and simplistic robot that can be built with nothing but basic tools and items found in either the kit of parts, purchased from your local hardware store, or FRC retailer such as Andymark and VEXPro.

In our analysis of **FIRST Destination: Deep Space** we've found that a short list of robot capabilities will define a robot capable of playing in a regional finals match or have a place on an alliance at a championship. We stuck to the most valuable and basic scoring tasks.

Everybot Reveal Video

- [Chief Delphi Thread](#)
- [Here is the link to the CAD of Everybot.](#) We strived to make it as complete as possible.
- [Here is the link to the Bill of Materials for Everybot.](#)
- [Here is the Material Cut List for Everybot.](#)
- [Here is video of Everybot scoring the low rocket.](#)
- [Here is the "Behind the Glass with Everybot" video showing how to compete in a match with Everybot.](#)
- [Here is the Technical Documentation for Everybot describing how we built it.](#)

Everybot came out to around \$400 plus the items that are in the 2019 Kit of Parts.

Everybot runs off of the Robonauts PAC-Bot **code**. PAC-Bot code is modular code designed to support our PAC-Bot prototyping chassis. The PAC-Bot code is posted on our website in the Resources section under Robots->[2018](#). Included with the code is the Robonauts PAC-Bot user's guide with documentation on how to get the software on your robot running, as well as adding additional capabilities to your robot's software.