----------Question----------
Distribution of debris

Can it happen that the distribution of the debris makes a **crash inevitable?**

22-set ....Answer..... Stephen Cerruti (docente di altro team)
In the original kickoff videoconference it was mentioned as an aside that **in some cases crashes were inevitable** but the documentation does not clarify whether that meant there was no route to avoid a crash or whether that route would simply be so long as to not be practical.
Regardless, based on the videoconference, **you should assume that the 'best' path may involve a debris collision**.

ECO-SPHERES Official Announcemts & Bug Report
19-set Wendy Feenstra

Hi, **We will post an update to the game manual later this week** with additional details about the rendezvous phase and scoring.
Rendezvous criteria **only checks that the player is pointing correctly to the target**.
Rendezvous does not include a requirement on the pointing of the target to the player.
However **there is a scoring bonus applied depending on how closely the target hook is pointing to the player** when rendezvous is completed
or **penalty if rendezvous is completed when the target hook is pointing away from the player**.

----------Question----------
ECO-SPHERES Official Announcemts & Bug Report

In the rendezvous phase, **I'm finding it really difficult to fulfill the pointing at the target red sphere** criteria because in my simulations, the **red sphere doesn't stay still** and keeps on moving around. Is anyone else having this problem?
If this is supposed to happen, could a function to find out where the target red sphere is be implemented?

19-set ....Answer.....Wendy Feenstra

Yes the red SPHERES is supposed to be moving.
It is following **a specific rotational and translational pattern that does not change from game to game.**
You can learn about the location of the Red SPHERES using the function api.**getOtherZRState**.

---------Question----------
Does the debris move?

will the debris be moving at all during the competition?

15-set.....Answer.....Wendy Feenstra

Debris will not move during the 2D phase of the competition.

---------Question----------
Big Debris

What constitutes as a collision?

11-set.....Answer.....Wendy Feenstra

A collision occurs If **any part of the SPHERES** (as defined by its radius) **intersects any part of the Debris**, (as defined by its radius). In the **2D phase there is no deflection** of either the debris or the SPHERES during a collision.

---------Question----------
2.3.2 Criteria for Successful Rendezvous -- Relative or not? (High School Competition 2018)

The criteria for successful rendezvous lists a velocity of 0.005 m/s. The very bottom of page 9 says "the two velocities are inertial, **not** relative to the target satellite", this seems to imply that the player sphere must be at a near-standstill when rendezvousing. Resultant **the only option would be to calculate where to stop and wait** for the target satellite to pass in front of you when docking, rather than chasing it?
Is this **player velocity** of 0.005 m/s **supposed to be relative to the target?**

11-set.....Answer.....Wendy Feenstra

The **velocities for the Player SPHERES are inertial, not relative** to the target satellite.
Yes, the intent is that the Player SPHERES **is almost stopped at the point of Rendezvous**.
The Target SPHERES will stop its motion once the Rendezvous criteria are met.