The VEX U team under iRobotics builds two robots for a new game every year. The robots are 24” x 24” x 24” and 15” x 15” x 15”. Designs for the robots are decided in the early in the fall semester. After the designs of the robots are finalized, the robots are made in CAD software using Autodesk Inventor. Construction of the robots takes about 3-4 weeks in late fall and early spring. Electronics and sensors are placed on the robots after they are mechanically complete. Software for the robots are developed alongside the electronics. The VEX team usually participates two competitions every season. One regional held at Purdue in mid-February and the World Championships mid-March at Louisville, Kentucky.