

PitCrew — Getting Started Guide

Your first-time setup manual for mentors, coaches, and students

What is PitCrew?

PitCrew is a mentor-assist command center for small and rebuilding FRC and FTC teams. It turns kickoff decisions and build-season work into organized plans, tasks, and documentation — powered by a team of 17 specialist AI agents.

Part 1: For Mentors & Coaches

Creating your team and first project

Step 1 — Sign in with your Manus account

Go to the-pitcrew.co and click **Go to Dashboard** or **Open Commander**. You will be redirected to the Manus login portal. Sign in with your email address. If you do not have a Manus account, you can create one for free. After signing in you will be returned to PitCrew automatically.

Tip: Use a private/incognito browser window if you want to test the new-user experience without affecting your existing session.

Step 2 — Name your organization (Step 1 of 4)

The *Welcome to PitCrew* modal will appear automatically on your first login. Enter your organization name (for example, *Leesburg High Robotics*) and your FRC or FTC team number, then click **Continue**.

Step 3 — Choose your program (Step 2 of 4)

Select **FIRST Robotics Competition (FRC)** or **FIRST Tech Challenge (FTC)**. This determines which game library, season structure, and agent prompts are used. You can have multiple teams under one account if you mentor both programs.

Step 4 — Create your first project (Step 3 of 4)

Enter a project name (for example, *FRC 2027 BIOBUZZ* or *FTC 2027 Season*) and the season year. Optionally select a game from the Game Library if your season has already been announced. Click **Create Project**. Your project becomes the active workspace for all tools.

Step 5 — Invite your students (Step 4 of 4)

Add each student's name and email address, then click **Send Invite Emails**. Each student will receive an email from `invites@the-pitcrew.co` with a join link. Alternatively, copy the invite link and share it via your team's communication channel (Slack, Discord, group chat, etc.). Students choose their own role when they join. Click **Skip for now** if you want to invite students later from Team Settings.

Step 6 — Explore your dashboard

After clicking **Go to Dashboard** you will land on your team's home screen. Recommended first actions:

- Click **Kickoff Wizard** to start your season planning session with Commander.
 - Use **MoSCoW Board** to prioritize robot features by Must / Should / Could / Won't.
 - Open **Commander Chat** to ask any FRC/FTC question or run an agent session.
 - Visit **Team Settings** any time to manage members, roles, and invite links.
 - Check the **Lifecycle Checklist** to track your team's progress from kickoff to competition day.
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Managing your team after setup

Adding more students later

Go to **Team Settings** → **Invite tab** and click **Generate Invite Link**. Copy the link and share it, or enter a student's email and name and click **Send Email Invite**. Invite links expire after 7 days by default.

Changing a student's role

Go to **Team Settings** → **Members tab**, find the student's name, and use the role dropdown to update their role. Available roles are: Mechanical, Programming, CAD, Electrical, Drive Team, Media, Executive, and Other.

Creating additional projects

From the Team Settings page, click **+ New Project** to add a second project (for example, an off-season project or a second robot). Each project has its own MoSCoW Board, CAD Board, Fabrication Tracker, Notebook, and other tools.

Part 2: For Students & Team Members

Joining your team

Step 1 — Open your invite link

Check your email for a message from `invites@the-pitcrew.co`. Click the **Join PitCrew** button in the email, or paste the link your mentor shared into your browser. The link looks like: `the-pitcrew.co/join/XXXXXXXX`.

Didn't receive the email? Check your spam folder. If it is not there, ask your mentor to resend from Team Settings → Invite tab, or share the link directly.

Step 2 — Sign in with Manus

You will be redirected to the Manus login portal. If this is your first time, click **Create account** and use your school or personal email. After signing in you will be returned to the PitCrew join page automatically.

Step 3 — Accept the invite

The join page will show your team's name and the project you are joining. Click **Accept Invite** to become a team member. You will land on the team dashboard immediately.

Step 4 — Choose your role

On the **Members tab** of Team Settings, find your name and click the role dropdown. Select your primary role: Mechanical, Programming, CAD, Electrical, Drive Team, Media, Executive, or Other. Your role appears as a badge next to your name on all project pages. You can update your role any time.

Step 5 — Start contributing

Here is what you can do right away:

- Open **Commander Chat** to ask any question about the robot, game rules, or build strategy.
- Check the **MoSCoW Board** to see what features the team is prioritizing this season.
- Look at the **Fabrication Tracker** or **CAD Board** to find tasks you can pick up.
- Add prototype notes in the **Prototype Tracker** after testing a mechanism.
- Log drive practice sessions in the **Driver Practice Tracker** after each session.

Part 3: Tool Reference

The following tools are available in your dashboard once you are logged in.

Tool	What it does
Commander Chat	Ask anything. Routes to the right specialist agent automatically (CAD-Bot, Rulebook, Scribe, etc.).
MoSCoW Board	Prioritize robot features: Must Have / Should Have / Could Have / Won't Have.
Scribe Notebook	Auto-formatted engineering log. Every Commander session is captured as a notebook entry.
Kickoff Wizard	Structured season kickoff session with game analysis and feature brainstorming.
CAD Board	Track CAD requests from idea through review to ready-to-make.
Fabrication Tracker	Log parts being built, assigned to students, and tested.
Cut List	Manage raw material cuts needed for fabrication.
Prototype Tracker	Track mechanism tests with notes, photos, and risk ratings.
Build Calendar	Schedule build season milestones and deadlines.
Assignments	Assign tasks to team members and track completion.
Pit Checklist	Competition-day readiness checklist for hardware, software, safety, and documentation.
Driver Practice Tracker	Log drive practice sessions with duration, focus area, and self-assessment rating.
Lifecycle Checklist	Track your team's progress from project creation to competition day. Auto-checks based on real app data.
Game Library	Browse FRC and FTC game descriptions, rules summaries, and season history.
Agent Roster	Meet all 17 specialist agents and learn what each one does.

Part 4: Common Questions

Can I have more than one team? Yes. You can create multiple teams under one account — useful if you mentor both an FRC and an FTC team, or if you are a student on two teams.

What if I forgot to invite students during setup? Go to Team Settings → Invite tab at any time to generate a new invite link or send individual email invites.

Can students change their role? Yes. Any team member can update their own role from Team Settings → Members tab at any time.

Is my data private? Yes. Your team's data is only visible to members of your team. PitCrew does not share your data with other teams.

What is Commander? Commander is PitCrew's AI chat interface. It routes your questions to the right specialist agent — CAD-Bot for design questions, Rulebook for game rules, Scribe for notebook entries, OSHA for safety checks, Grants for funding research, and more.

What browsers are supported? PitCrew works best in Chrome, Edge, Firefox, and Safari (standard mode). Safari Private Browsing and Firefox Strict ETP may block the login session cookie.

Who do I contact for help? Use the **Feedback** button in the bottom-right corner of any page to send a message to the PitCrew team.