Team: qbit
Teamnumber: 19-0188
School: HTBLuVA Wiener Neustadt

Period One – Project Plan

Goals and Tasks for Botball 2017

Game Goals and Tasks	**Deadline**
1. Analyze and discuss the game document	1/19/19
a) each member of the team gets a copy of the game document	1/18/19
b) discuss the rules and the details of the document	1/19/19
2. Strategies and Mind maps	1/24/19
a) the team leader stands by a whiteboard and draws a mind map with the ideas of the whole team	1/20/19
b) it is calculated which tasks give the most points and which are the most efficient. From these tasks, the strategy is developed.	1/23/19
3. Construction of the game table	1/25/19
a) planning of the construction and division of tasks	1/21/19
b) build and finish the game table	1/25/19

Robot Building Goals and Tasks	**Deadline**
1. Sort the individual parts that may be used	1/25/19
a) print out the parts list	1/21/19
b) count and sort the parts	1/25/19
2. Sketch and build the robots prototype	2/1/19
a) build a create prototype that is enough to program the first functions	2/1/19
b) build a lego robot prototype that can do a few tasks	2/1/19
3. Complete the construction of both robots	2/15/19
a) construct the final create robot	2/14/19
b) construct the final lego robot	2/14/19

Programming Goals and Tasks   Deadline

	Deadline
1. Programm the first task of the second bot	2/8/19
a) write a few functions to test the robot	2/1/19
b) write the final program for the first task	2/6/19
c) test this program several times on the game table and note the theoretically achieved points	2/8/19
2. Program the first functions for the create robot	2/8/19
a) try to fullify our strategy by doing some hard coding	2/1/19
b) test and improve the program at the game table	2/7/19
3. Write and test the finished programs of both robots	3/1/19
a) finish the programs	2/22/19
b) test the robots several times and note the achieved points in a external document	3/1/19

Documentation Goals and Tasks   Deadline

	Deadline
1. Complete the project plan	2/17/19
a) a team meeting about the main theme of the documentation	2/9/19
b) discuss our priority goals and their deadlines	2/13/19
2. Complete the mechanical and code review	3/11/19
a) the build team acquires data about the mechanical capacity of the robots	3/8/19
b) the programmers acquire data about the structure and the comprehensibility of the code	3/8/19
3. Complete the "Lessons Learned and Survey" submission	3/29/19
a) the team members complete the survey	3/22/19
b) we manage to meet up and discuss what we have learned	3/27/19

Schedule Conflicts

1. Christmas Holidays – school closed
2. Semester break – a few members were on a vacation
3. Winter sports week – the majority were absent

<u>Team Organization</u>

Schedule of Meeting Times
Regional workshop – January - 18th and 19th

Each meeting will run from 3pm – 3:30pm

January	February	March
11th	1th	1th
18th	8th	8th
25th	22th	15th
		22th
		29th

Division of Labor:

Adult Team Leader: Dr. Micheal Stifter
Robot Building Team: Florian Zachs (Create), Niklas Wieser (Lego robot)
Programmers: Lukas Leskovar (Create), Marcel Dinhof (Lego robot)
Documentation Team: Johanna Leeb, Antonia Oberhauser- Tomasova

*Lukas Leskovar is our student team leader

Conflict Resolution:

The team has agreed that if disagreement occur we will handle them in the following way:

1. Most of our disagreements occur because of misunderstandings in different circumstances. Because of that the fist step is to peacefully discuss the members standpoints and workout the pros and cons respectfully.
2. If resolution cannot be reached, other team members work together to settle the dispute.
3. If a resolution is still not reached the student team leader talks to the adult team leader about our disagreements. Afterwards we solve our disagreements in a team meeting with all members and the adult team leader.