Region: Europe

Team name: RBSBoys

Team number: 0616

Goals and Tasks for Botball 2019:

Game Goals and Tasks: Deadlines

1. Holding a meeting that gathers all the new and old
    members and giving each member his own job.   1/31/2019

a) Communicating with the team members so we can hold the meeting.   1/27/2019

b) Making a WhatsApp group that connects all team members.   1/28/2019

2. Discussing the concept of the new game with the team members.   2/3/2019

a) Have a meeting in a room that has a computer to watch the new game video.   2/3/2019

b) Discussing the strategies that we will use for the competition.   2/3/2019

3. Building the game board.   2/21/2019

a) Printing the documents related to the game board.   2/14/2019

b) Buy and assemble the parts of the board by the help

of the school and team members.   2/21/2019

Robot Building Goals and Tasks: Deadlines

1. Building the first prototype for both robots (Create and Lego).   2/28/2019

a) Gather information and searching for proper ways to build the robots. 2/25/2019

b) Build the first prototype and test for errors.   2/28/2019

2. Building the second prototype for both robots.   3/12/2019

a) Reviewing the errors in the first prototype and fixing them.   3/2/2019

b) Building the second prototypes and testing their errors.   3/12/2019

3. Building the final models for both the Create and LEGO robot.   3/19/2019

a) Avoiding the problems that faced is in both the first and second prototypes.   3/14/2019

b) Finalizing both the Create and the LEGO robot designs and adding the sensors and cameras
needed for the robot.   3/19/2019

Region: Europe

Programing Goals and Tasks:	Deadlines
1. Start programming the analog sensors and the camera.	3/19/2019
a) Adjust the values of the black line sensors.	3/19/2019
b) Work on programming the camera.	3/21/2019
2. Start programming the digital sensors and the robots' movement.	3/21/2019
a) Write a code for the touch sensor and lever sensor.	3/21/2019
b) Write the code responsible for the movement of the robots.	3/24/2019
3. Finalize the code.	3/28/2019
a) Review the code of the analog sensors and camera.	3/24/2019
b) Review the code of the digital sensors and the robots' movement.	3/26/2019

Documentation Goals and Tasks:	Deadlines
1. Finish the first period documentation.	2/20/2019
a) Agree upon the exact deadlines for the work and the job of every member.	2/13/2019
b) Start writing the first period documentation.	2/14/2019
2. Finish the second period documentation.	3/20/2019
a) Hold a meeting with both the programming and constructions teams.	2/28/2019
b) Begin writhing the second period documentation.	3/1/2019
3. Finish the third period documentation.	4/5/2019
a) Make a survey about the lesson learned and send it via the WhatsApp group.	3/24/2019
b) Gather and analyze data from the survey and use it for the third period documentation.	3/26/2019

Schedule Conflicts:	Deadlines
1. Kuwait National Day.	2/25/2019
2. Kuwait liberation day.	2/26/2019
3. Local competition that is run by some team members.	2/18/2019

Team Organization:

Schedule of meeting times:

Regional Workshop: 18, 19 of January

Region: Europe

Regional Tournament: 8 till 12 of April

Month	Day	Date
February	Sunday	3,10,17,24
February	Tuesday	5,12,19
February	Thursday	7,14,21,28
March	Sunday	3,10,17,24,31
March	Tuesday	5,12,19,26
March	Thursday	7,14,21,28
All meetings will be within the school campus each meeting is about three hours long 2:45 till 5:45.		

Division of labor:

Mentor: Mr. Hazem

Leader: Omar Almazroe

Programming Team:
Yousef Alanezy
Omar Almazroe
Hamad Qutham

Construction Team:
Diaa Qattan
Anas Saleh
Mohammed Algharaballi

Documentation Team:
Omar Almazroe
Anas Saleh

Handling conflicts:

If any problem occurred within the team, the following procedure will be followed:

1. The team members will try to solve the problem by discussing with each other and try to resolve the problem by themselves.
2. If the team members did not reach a conclusion then the team leader (Omar Almazroe) will help solving the problem.
3. If the team leader could not solve it then the mentor (Mr. Hazem) will solve the problem.