

Poland
19-0647 GG Robot

Period One - Project Plan

Goals and Tasks for Botball 2019:

Game Goals and Tasks		Deadlines
1. Build Practise Board		25 Jan 2019
	a. Team prepare materials for Practice Board	24 Jan 2019
	b. Build the Practice Board in our workshop	25 Jan 2019
2. Analyze the game documents and Game Board Close-Up movie		26 Jan 2019
	a. Have a screen ready to show the movie	26 Jan 2019
	b. Have a discussion about game rules with team members	26 Jan 2019
3. Brainstorm strategies		29 Jan 2019
	a. Team debate about game strategies	28 Jan 2019
	b. Selection of tasks we intend to do	29 Jan 2019

Robot Building Goals and Tasks		Deadlines
1. Prototype a Create and LEGO Robots		2 March 2019
a.	Discuss the construction of Create	30 Jan 2019
b.	Discuss the construction of LEGO Robot	30 Jan 2019
c.	Build prototypes and construction test	2 March 2019
2. Complete construction of Create		23 March 2019
a.	Construct an arm with a grasper	9 March 2019
b.	Construct collection bin	16 March 2019
c.	Construct dumping mechanism	23 March 2019
3. Complete construction of LEGO Robot		23 March 2019
a.	Complete construction of chassis	2 March 2019
b.	Construct stacking mechanism	23 March 2019

Programming Goals and Tasks		Deadlines
1. Run test programs		2 March 2019
a.	Write functions that will help in construction troubleshooting for Create and LEGO Robot	23 Feb 2019
b.	Write basic functions for later use for LEGO Robot	2 March 2019
c.	Write basic functions for later use for Create	2 March 2019
2. Complete program for Create		7 May 2019
a.	Create initial separate codes for each task	20 April 2019
b.	Correct errors and shortcomings	4 May 2019
c.	Create final code	7 May 2019
3. Complete program for LEGO Robot		7 May 2019
a.	Create initial separate codes for each task	20 April 2019
b.	Correct errors and shortcomings	4 May 2019
c.	Create final code	7 May 2019

Documentation Goals and Tasks		Deadlines
1. First Period Documentation complete		20 Feb 2019
	a. Team meeting to set up tasks and decide on conflict resolution	29 Jan 2019
	b. Common establishment goals and tasks for the current season	29 Jan 2019
1. Second Period Documentation complete		13 March 2019
	a. Gather data from build team for assignment	11 March 2019
	b. Gather data from programming team for assignment	12 March 2019
1. Third Period Documentation complete		3 April 2019
	a. Discussion about what we have learned this year	3 April 2019
	b. Take a survey	3 April 2019

Schedule Conflicts
1. Easter Holidays - school closed - no meeting
2. New higher school - problem with meeting with all members
3. Other contests(Math, physics, etc.) - few members not available
4. April Fools

Team Organization:

Schedule of meeting times:

Regional Workshop - Jan 29th - Feb 1st
Regional Tournament - May 8th - 11th

Meetings will take place on each Saturday except April 20th and in addition on days:

- February: 11th - 15th, 18th - 22nd
- March: every Friday
- April: 10th, 12th, 17th, 18th, 26th
- May: 1st - 7th, except Sunday

* Each meeting take 3 hours and 4 on Saturdays

Division of labor:

Adult Team mentor:	Mr. Roman Matuszek
Team Leader:	Kamil Szczęch
Create builder:	Kamil Szczęch and Bartek Kulpa
LEGO Robot builder:	Paweł Danak and Krzysztof Danak
Create Programmer:	Kamil Szczęch
LEGO Robot Programmer:	Paweł Danak
Documentation Team:	Agnieszka Pytel and Sebastian Król

Conflict resolution:

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

1. Team members who are in disagreement will first attempt to set an agreement with each other not bothering the rest of the team by showing pros and cons of their ideas.
2. If they cannot reach a solution (and the disagreement doesn't involve the whole team), then the problem is brought to the rest of the team and discussed together
3. If even that is not enough then we are asking our older friends who participated in Botball for advice or our mentor Mr. Roman Matuszek and his decision will be final

Generally, all our disagreements end at stage 1 after calculating points, parts, time and effort.

Sometimes at stage 2 after discussing with builders about reliability of construction and with programmers about complexity of the code.

We are all good friends and we don't have many disagreements, that's why we have never reached stage 3 yet.