

Period I - Project Plan**Goals and Tasks for Botball 2019**

<i>Game Goals and Tasks</i>	<i>Deadlines</i>
1. Review Botball game rules and documents	1/19/19
a. Have room cleaned and projector ready for team meeting.	1/17/19
b. Print game rules and distribute to all team members for reference.	1/17/19
2. Brainstorm Strategies	1/21/19
a. Discuss game strategies and record them on SMART board and notebook paper.	1/19/19
b. In a meeting with the team leader, all team members will vote on the best strategy for Botball competition.	1/20/19
3. Assemble Game Board	1/22/19
a. Build team will create a supply list for teacher to purchase at Lowes/Hobby Lobby.	1/19/19
b. Team members, AG teacher, and parent volunteers will haphazardly assemble game board in robotics room.	1/22/19

<i>Robot Building Goals and Tasks</i>	<i>Deadlines</i>
1. Prototype the LEGO I and LEGO II Robots	1/23/19
a. Complete labeled blueprint of the prototype LEGO I robot.	1/23/19
b. Complete labeled blueprint of the prototype LEGO II robot.	1/23/19
2. Complete Construction of LEGO II Robot	2/10/19
a. Construct chassis.	1/25/19
b. Construct bulldozer contraption.	1/30/19

c. Construct collection bin.	1/31/19
d. Construct small toothed claw.	2/8/19
3. Complete Construction of LEGO Robot	2/10/19
a. Construct chassis.	1/31/19
b. Construct long effector.	2/8/19
c. Construct heavy-lifting claw..	2/9/19

<i>Programming Tasks and Goals</i>	<i>Deadlines</i>
1. Run Test Programs	1/30/19
a. Program basic movements using demobot from workshop.	1/24/19
b. Program turns such as a ninety degree turn using demobot.	1/25/19
c. Program various sensors such as a light sensor using demobot.	1/30/19
2. Complete Program for LEGO I Robot	3/8/19
a. Write pseudocode with build team for LEGO I robot.	2/31/19
b. Program dumping mechanism.	3/4/19
c. Program collection bin movement.	3/4/19
d. Program small tooth claw movement..	3/6/19
e. Test all programming for LEGO II robot with all team members.	3/8/19
3. Complete Program for LEGO II Robot	2/28/19
a. Write pseudocode with build team for LEGO II robot.	2/16/19
b. Program long effector motion.	2/19/19
c. Program heavy lifting claw movement. .	2/23/19
f. Test all programming for LEGO robot with all team members.	2/28/19

<i>Documentation Goals and Tasks</i>	<i>Deadlines</i>
1. First Period Documentation Complete	1/28/19
a. Team meeting to establish the overall schedule, assign tasks, and determine conflict resolution.	1/22/19
b. Collect information from building and programming teams to establish goals and tasks for upcoming Botball season.	1/27/19
2. Second Period Documentation Complete	2/20/19
a. Gather data from build team for assignment.	2/19/19
b. Gather data from programming team for assignment.	2/19/19
3. Third Period Documentation Complete	3/6/19
a. Set up each team member with a computer to take survey.	3/5/19
b. Collect information from team members for lessons learned.	3/3/19

<i>Schedule Conflicts</i>	<i>Deadlines</i>
1. STEM Leadership Conference - several team members absent	1/23/19
2. Paden HS Basketball Tournament - several members absent	1/24 - 26/19
3. Basketball game - several members absent	1/29/19, 1/31/19, 2/1/19, 2/5/19
4. Snow day - no school - no meeting	2/1/19
5. Regional Basketball Tournament - team members absent	2/14 - 16/19
6. Spring Break - no school - no meeting	3/18 - 22/19

Team Organization

Schedule of Meeting Times:

WORKSHOP - January 12, 2018

TOURNAMENT - March 9, 2018

Meetings will start at 10 am, before ending whenever needed.

January

Mon	Tues	Wed	Thurs	Fri
31	1	2	3	4
7	8	9	10	11
14	15	16	17	18
21	22	23	24	25
28	29	30	31	

February

Mon	Tues	Wed	Thurs	Fri
				1
4	5	6	7	8
11	12	13	14	15
18	19	20	21	22
25	26	27	28	

March

Mon	Tues	Wed	Thurs	Fri
				1
4	5	6	7	8
11	12	13	14	15
18	19	20	21	22
25	26	27	28	29



Indicates team meeting day

Division of Labor:

Adult Team Leader: Mrs. Dyer

Robot Building Team for LEGO I robot: Gavin

Robot Building Team for LEGO II robot: Cozette*

Programmers for LEGO I robot: Gavin

Programmers for LEGO II robot: Cozette*

Documentation Team: Cozette*

*Cozette is our student team leader

Conflict Resolution:

The team has agreed that if disagreements should arise, we will handle them in the following way with the least amount of squabbling possible:

1. Team members in disagreement will first endeavor to solve the issue between themselves. The parties involved will be courteous and allow each side to fully explain their opinions with no interruptions. Once hearing all sides of the story, the parties involved will work together to seek a resolution that suits both sides.
2. If a resolution cannot be agreed upon by both parties, then the disagreement will be brought to our student team leader. Cozette, our student team leader, will hear all perspectives before deciding on a course of action. This decision is subject to appeal and a team vote.
3. If the parties involved and our student team leader cannot resolve the dispute, then the disagreement will be taken to our adult team leader, Mrs. Dyer. Mrs. Dyer will then solve the dispute or call a team meeting to vote on a solution. This decision is final and not subject to approval.