

## Period One-Project Plan

### Goals and Tasks for Botball 2019

<b>Game Goals and Tasks</b>	<b>Deadlines</b>
1. Read game rules thoroughly and review game documents given <ul style="list-style-type: none"> <li>a. Have Botball supervisor explain rules and game documents</li> <li>b. Have Botball supervisor make several copies, meant to be distributed to the team members</li> </ul>	1/14/19
2. Discuss strategies for scoring points <ul style="list-style-type: none"> <li>a. Look at the scoring sheet and discuss which points are worth time and effort, along with which ones are not</li> <li>b. Think about plans of action that will help our team reach our desired amount of points scored</li> </ul>	1/20/19
3. Build a practice board, used to assist us in the processes of building and programming <ul style="list-style-type: none"> <li>a. Parent volunteers and Botball supervisor go out to buy supplies for building the practice board</li> <li>b. Parent volunteers and Botball supervisor build practice board</li> </ul>	1/19/19

<b>Robot Building Goals and Tasks</b>	<b>Deadlines</b>
1. Gather and organize all given robot pieces to start building robot <ul style="list-style-type: none"> <li>a. Find organizational boxes used to categorize robot pieces, differentiating by color and size</li> <li>b. Gather all pieces and sort them into the boxes</li> </ul>	1/20/19
2. Build separate DEMO bots- one CREATE and one Wallaby <ul style="list-style-type: none"> <li>a. Get instructions for DEMO bots</li> <li>b. Gather all pieces required to build DEMO bots</li> </ul>	1/24/19
3. Complete construction of the final CREATE robot <ul style="list-style-type: none"> <li>a. Construct a claw mechanism</li> <li>b. Build in a light sensor</li> <li>c. Build in a camera</li> </ul>	2/28/19
4. Complete construction of the final Wallaby robot	2/28/19

<ul style="list-style-type: none"> <li>a. Construct a different version of the claw mechanism</li> <li>b. Build in the light sensor</li> <li>c. Build in a line follower camera</li> </ul>	
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<b>Programming Goals and Tasks</b>	<b>Deadlines</b>
<ul style="list-style-type: none"> <li>1. Program a basic code library. <ul style="list-style-type: none"> <li>a. Have basic wallaby movement functions coded.</li> <li>b. Have basic Create Robot movement functions coded</li> </ul> </li> </ul>	1/27/19
<ul style="list-style-type: none"> <li>2. Have a comprehensive outline of the code that will be used at the competition. <ul style="list-style-type: none"> <li>a. The robots should have movement routes programmed</li> <li>b. The robots should have extensions programmed</li> </ul> </li> </ul>	2/10/19
<ul style="list-style-type: none"> <li>3. Finish all the code <ul style="list-style-type: none"> <li>a. Have all the code perfected for both robots</li> <li>b. Test the code and make sure it works</li> </ul> </li> </ul>	2/28/19

<b>Documentation Goals and Tasks</b>	<b>Deadlines</b>
<ul style="list-style-type: none"> <li>1. Read through documentation rules and guidelines <ul style="list-style-type: none"> <li>a. Have copies and read through of the Project Plan Scoring Rubric</li> <li>b. Have and read through the example Period 1 Documentation</li> </ul> </li> </ul>	1/20/19
<ul style="list-style-type: none"> <li>2. Assign a Botball team member to finish documentation <ul style="list-style-type: none"> <li>a. Figure out two team members that are the best suited to work on documentation</li> <li>b. Give them all materials required to finish documentation</li> </ul> </li> </ul>	1/21/19
<ul style="list-style-type: none"> <li>3. Find all data to finish documentation <ul style="list-style-type: none"> <li>a. Figure out who has data for documentation</li> <li>b. Gather data from said people on the team</li> </ul> </li> </ul>	1/24/19

<b>Schedule Conflicts</b>
Basketball - Some members of our team participate in the school basketball team, which has required practices every day and games once a week and have to miss Botball team meetings.
Academic UIL Contest - Most team members were participating in UIL, an academic competition, and missed an important meeting.
Orchestra/Band - Many students in our team are participating in a school musical group (Band/Orchestra) and have to miss Botball meetings to practice with the rest of the musical group and to go to concerts and performances.

<b>Team Organization</b>
After our adult team leader, Mr.Culp, got the supplies from the regional workshop we began meetings the following week. We meet every Tuesday and Thursday from 4:30 to 5:40. We also meet every Saturday from 1 to 5 and every other Sunday from 12 to 4. As the regional tournament gets closer, we will start meeting every Sunday and will come in during the week as needed.
Our team is divided into two large groups- the Wallaby group and the Create group. Within each of those teams is a programming team and a building team. Even though there are 4 different sub-teams, we all contribute to the overall goals of Team 4 and communicate the proceedings of each group with the others.
<b>Conflict Resolution</b> Our team will handle conflict when problems arise with democracy. If one person tries to dictate the group, they will be politely told to stop, and if the problem continues, it will be brought to the attention of the student team leaders. If the problem cannot be resolved, or if the problem is with the team leader, the adult team leader will be addressed. The same process goes for teammates not contributing. If we have a problem with building, programming, and/or documentation, we will come together as a group and discuss our options and vote for a solution. All big decisions will be made this way to avoid conflict.