BotBall
2019 doc 1
Goals and tasks for 2018

Game Goals and Tasks:

#		Deadline
1	Finish rumba game plan.	January 24th
2	Finish lego bot game plan.	January 24th
3	Complete all tasks.	March 7th

Robot Building and Tasks:

1	Complete lego & rumba design.	February 5th
2	Complete lego bot.	February 26th
3	Complete rumba.	February 26th

Programing goals and tasks:

1	Start code for lego bot & rumba.	February 26th
2	Finish code for rumba.	March 7th
3	Finish code for lego bot.	March 7th

Documentation goals and tasks:

1	Finish Doc 1	January 23th
2	Finish Doc 2	February 20th
3	Finish Doc 3	March 6th

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Schedule Conflicts:

Our Schedule Conflicts include:
- School Breaks Virtual Dayz
- After school student conflicts (athletics, other clubs).
- When coach is able to attend the designated meeting times.

Team Organization:

Our team meeting times are:

Botball workshop: January 12th and 13th

Botball Regional Tournament: March 9th

January 8th, 10th, 15th, 17th, 24th, 29th, 31st

February 5th, 7th, 12th, 14th, 19th, 21st, 26th, 28th

March 5th, 7th, 12th, 14th

All meeting times last 3:15-5:00pm.

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Division of Labor:

Rumba:

Rayne seufert- builder 8th Grader

Diego Ochoa-captain/coder 7th Grader

Lego Bot:

Josef Labbaf - coder 6th Grader

Rebecca Stutsman-builder

Conflicts and resolutions:

Step 1: talk to the team members and find a resolution.

Step 2: contact team captain and explain what the problem is and how to work out the conflict that is a hand.

Step 3: contact teacher and explain what is happening and ask for opinion on what to do to solve the conflict.