Period One – Project Plan

Goals and Tasks for Botball 2019

Game Goals and Tasks

1. To make a strategic game plan that focuses on bigger actions with large point values in the first minute and smaller actions with smaller point values in the second half. : 1/31/19 - 2/5/19
    a. Meeting #1 will focus on larger point values - first half: 1/31/19
    b. Meeting #2 will focus on smaller point values - second half: 2/1/19
    c. Meeting #3 will collaborate all point value ideas into one strategy: 2/4/19
    d. Meeting #4 will create a basis of how to achieve our strategy: 2/5/19
2. To follow the given criteria: 2/8/19
    a. To read and review the score sheet: 2/8/19
    b. To meet to understand the score sheet: 2/8/19
3. Use time appropriately: 1/24/19 - 4/3/19
    a. To meet to make goals: 2/7/19
    b. To enjoy our time together: 1/24/19 - 4/3/19
    c. To practice the course with the allotted time of two minutes at least three times a week: 1/24/19 - 4/3/19

Robot Building Goals and Tasks

1. Put together one functional robot that is both effective and efficient: 2/14/18
    a. Draw a robot design layout: 2/1/19
    b. Build a claw robot: 2/7/19
    c. Make sure team equipment is organized: 2/1/19
2. Test the robot's overall effectiveness and abilities: 2/15/19
    a. To make sure the robot is able to complete desired task: 2/15/19
    b. To make sure the robot is capable of vast abilities incase of an unexpected game strategy change: 2/15/19
3. To make sure the robot's purposes are lined up with our goals: 2/21/19
    a. Make sure robot has met the planned goals: 2/21/19
    b. Make sure the robot is capable of following the purposes the team had in mind: 2/21/19

Programming Goals and Tasks

1. To efficiently code the robot: 3/9/19
    a. Plan our coding strategy: 3/1/19
    b. Complete coding robot: 3/9/19
2. To test and retest our coding strategy: 3/16/19
    a. Test the code on the course within the allotted time : 3/15/19

    b. Make sure code is efficient and maximizes the possible amount of points to receive : 3/16/19
  3. To make sure all team members understand the codes necessary: 3/19/19
    a. Make a meeting strictly for understanding codes: 3/19/19
    b. Thoroughly explain what each code means and does: 3/19/19

Documentation Goals and Tasks
  1. To complete the first period of documentation: 1/30/19
    a. Complete game goals and tasks: 1/24/19
    b. Complete robot building goals and tasks: 1/24/19
    c. Complete programming goals and tasks: 1/25/19
    d. Complete documentation goals and tasks: 1/25/19
  2. To complete the second period of documentation: 2/27/19
    a. To take pictures of robot: 2/18/19
    b. To type annotations: 2/22/19
  3. To complete the third period of documentation: 4/3/19
    a. Create three lessons learned: 3/12/19
    b. Elaborate on the lessons learned: 3/15/19

Schedule Conflicts
  1. Spring Break - no school (March 16-24)
  2. Early Dismissal - half day until 11:35 (March 8)
  3. Presidents' Day - no school (February 16-19)
  4. Late starts and Chapel Days - no flex time (Every Wednesday)
  5. Martin Luther King Day - no school (January 21)
  6. Grandparents Day - no flex time or tutorial (January 25)

Team Organization

Workshop date: None

Schedule of Meeting Times: Mondays, Tuesdays, Thursdays, and Fridays during Flex (30 minutes), Tutorial / Lunch (75 minutes), and Wednesdays during lunch (50 minutes) from September 3rd through April 6th (regional tournament). Some students on the team are able to come and work during study halls as well.

Division of Labor: Each peer has an individual task that contributes to the group goal.

Colonel Mustard - leader in building, design, and coding
Mr. Green - specialist in building and design
Mrs. Peacock - specialist in coding
Miss Scarlett - leader of the whole team

Professor Plum - leader in documentation
Mrs. White - second leader in documentation
Mr. Boddy - third leader in documentation
Papa Smurf - adult team leader

Conflict Resolution:

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

1. The team members in disagreement will attempt to work their problem out by listening to each other's ideas and opinions
2. If the team members are unable to handle the disagreement, Papa Smurf will intervene and provide advice and showcase good leadership skills by resolving the issue.
3. If Papa Smurf's efforts are fruitless, Papa Smurf will take over and take necessary actions to resolve the issue
4. If the team members continue to act in a disrespectful and uncontrollable manner, they will be sent to the dean's office where their issues will be dealt with appropriately.