# Period 1-Project Plan

## Goals and Tasks For Botball 2019

## **Game Goals and Tasks**

- 1. Year Overview, 12/7/18
  - a. Learn and teach basics of building, including techniques, 10/26/18
  - b. Learn and teach basics of coding, 11/16/18
- 2. Brainstorm Strategies, 1/26/19
  - a. Brainstorm and develop game plan and strategy, 1/25-26/19
  - b. Discuss ideas and come to consensus, 1/26/19
- 3. Organize Parts, 1/25/19
  - a. Print list of parts for cataloging and sorting parts, 1/25/19
  - b. Organize parts into tool kit, 1/25/19
- 4. Construct Game Board, 3/9/19
  - a. Build skyscrapers, 1/26/19
  - b. Organize PVC pipes, 3/1/19
  - c. Construct coupler, 3/1/19
  - d. Mark zones on board, 3/2/19
- 5. Learn Game Rules, 2/15/19
  - a. Designate a team member to learn rules for future reference, 1/25/19
  - b. Read resources from Homebase and denote important information, 2/15/19

## **Robot Building Goals and Tasks**

- 1. Design and draw robot prototypes, 2/2/19
  - a. View different sketches to formulate ideas, 1/26/19
  - b. Design "tick" system for Robot A, 2/1/19
  - c. Design "hook" system for Robot B, 2/2/19
- 2. Finalize prototype for Robot A, 3/1/19
  - a. Build rigid arm that serves as the crane for the two-part mobile grabber, 3/1/19
  - b. Build jointed system that reaches the base of the board, 3/2/19
  - c. Build hook and pincher system that opens and closes around food and medicine blocks, 3/2/19
- 3. Finalize prototype for Robot B, 3/1/19
  - a. Build base of robot, 2/8/19
  - b. Build hook system, including glue dots, that will drag the PVC coupler, 2/15/19

## **Programming Goals and Tasks**

- 1. Write pseudocode for both robots, 2/9/19
  - a. Approximate values to put in code, 2/9/19
  - b. Comment in every action of the robot, 2/9/19
- 2. Complete programming for Robot-A and Robot-B, 3/16/19

- a. Complete programming for Robot-A, 3/3/19
- b. Test robots and determine actual values, 3/10/19
- c. Adjust code and values as needed with further testing, 3/16/19
- 3. Find the distances the robots will move on the board, 3/10/19
  - a. Calculate dimensions for the test board, 3/3/19
  - b. Determine how the two robots will move on the board, 3/3/19

## **Documentation Goals and Tasks**

- 1. Complete Period 1 (Project Plan) Documentation, 1/30/19
  - a. Organize division of labor, 1/26/19
  - b. Communicate with building and coding groups to find out goals, 1/26/19
- 2. Complete Period 2 (Mechanical and Code Review) Documentation, 2/27/19
  - a. Take pictures of robots, 2/15/19
  - b. Meet with coding group to understand code, 2/15/19
  - c. Meet with building group to understand the construction, 2/15/19
- 3. Complete Period 3 (Lessons Learned and Survey) Documentation, 4/3/19
  - a. Distribute work among documentation members, 3/20/19
  - b. Give out survey to team members about season experience, 3/20/19

#### **Schedule Conflicts**

- 1. Winter Break and Grade-Level Exams: No school for two weeks and no meetings for one month, 12/21/2018 to 1/24/19
- 2. Swim Team ISLs, 1/25/19
- 3. Swim Team WMPSSDLs, 2/2/19
- 4. Swim Team METROS, 2/9/19
- 5. NAIMUN, 2/14/19 to 2/16/19
- 6. Winter Play: Performance Dates, 2/22/19 to 2/23/19
- 7. Coffeehouse Performance Date, 3/16/19
- 8. Spring Break: No school for one week, 3/21/19 to 4/1/19

# **Team Organization**

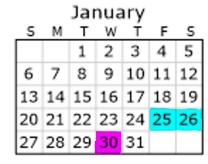
## **Schedule of Meetings**

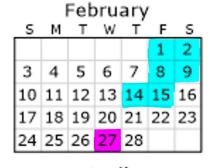
## 2018/2019 Calendar

October							
9u	Mo	Tu	We	Th	Fr	Sa	
	1	2	3	4	5	6	
7	8	9	10	11	12	13	
14	15	16	17	18	19	20	
21	22	23	24	25	26	27	
28	29	30	31				

November							
9u	Mo	Tu	We	Th	Fr	Sa	
				1	2	3	
4	5	в	7	8	9	10	
11	12	13	14	15	16	17	
18	19	20	21	22	23	24	
25	26	27	28	29	30		

December							
9u	Mo	Tu	We	Th	Fr	Sa	
						1	
2	3	4	5	6	7	8	
9	10	11	12	13	14	15	
16	17	18	19	20	21	22	
23	24	25	26	27	28	29	
30	31						





March								
S	М	Т	W	Т	F	S		
					1	2		
3	4	5	6	7	8	9		
10	11	12	13	14	15	16		
17	18	19	20	21	22	23		
24	25	26	27	28	29	30		
31								

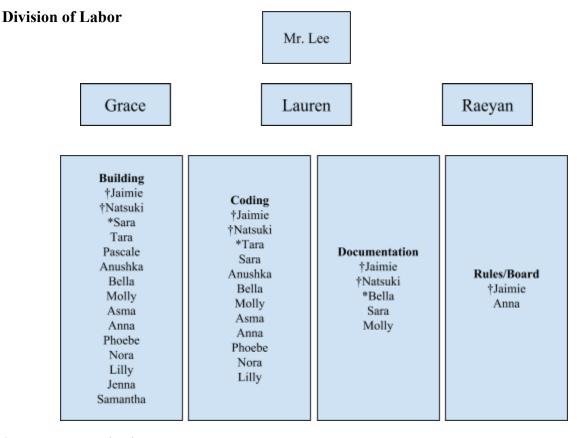


<u>Key-</u>

- Meeting Dates

- Documentation Deadlines

-Botball!



<sup>\*</sup>Denotes group leader

#### **Conflict Resolution**

The team has agreed that if an argument arises, they will be handled with the following steps:

- 1. Team members who have a disagreement will try to find a resolution among themselves without involving other members of the team.
- 2. If the team members cannot resolve the problem by talking amongst themselves, the team members involved in the conflict will go to the team captains, Jaimie and Natsuki
- 3. If the team captains cannot resolve the problem, the team members involved and the team captains will go to the club executives: Grace, Lauren, and Raeyan.
- 4. If the club presidents cannot resolve the problem, the team members will take the disagreement to Mr. Lee, the club advisor. His resolution is absolute.
  - a. If the team members that are disagreeing are the presidents, then the problem will be taken to Mr. Lee immediately.

<sup>†</sup>Denotes team captains