

Greater Chicago Region

Arie Crown Boys Botball 190223

1) Game Goals and Tasks for 2019

- a) Review the game rules movie and game documents, 1/27/19
 - i) Have projector and screen ready to show movie, 1/27/19
 - ii) Copy game rules and distribute to team members for review, 1/27/19
- b) Brainstorm Strategies, 1/27/19
 - i) Water to water reclamation unit, 1/27/19
 - ii) Emergency supplies, food, and water to disaster relief zone, 1/27/19
 - iii) Fire fighters to burning med center also water, 1/27/19
 - iv) Botguy to disaster relief zone, 1/27/19
- c) Build Practice Board, 2/5/19
 - i) review regulations for board, 1/31/19
 - ii) Team leader and parent volunteers will help assemble the game board in the classroom 2/5/19

2) Robot Building Goals and Tasks

- a) Prototype the Create and LEGO Robots, 2/17/19
 - i) Complete a labeled drawing of the concept for the Create robot based on the chosen strategy, 2/3/19
 - ii) Complete a labeled drawing of the concept for the LEGO robot based on the chosen strategy, 2/3/19
- b) Complete Construction of Create Robot, 2/21/19
 - i) Create sweeper. 2/28/19
 - ii) Build arm. 2/28/19
- c) Complete Construction of LEGO Robot, 2/21/19
 - i) Secure sensors, securely! 2/28/19
 - ii) Modify from minibot claw. 2/28/19

3) Programming Goals and Tasks

- a) Run Test Programs, 2/3/19
 - i) Program basic movements using the workshop demobot, 1/27/19
 - ii) Evolve basic movements using the workshop demobot.2/26/19
- b) Complete Program for Create Robot, 3/26/19
 - i) Write pseudocode with building team for Create robot, 2/10/19
 - ii) Program precision turns, 2/10/19
 - iv) Program line sensor, 2/10/19
 - v) Test all programming for Create robot with build team, 2/10/19
- c) Complete Program of LEGO Robot, 3/26/19
 - i) Write pseudocode with building team for LEGO robot, 2/7/19
 - ii) Program precision turns, 2/10/19
 - iv) Program line sensor, 2/10/19
 - v) Test all programming for LEGO robot with build team, 2/10/19

4) Documentation Goals and Tasks

- a) First Period Documentation Complete, 2/5/19
 - i) Class meeting to set up overall schedule, assign tasks and decide on conflict resolution,1/31/19
 - ii) Gather info from building and programming teams to establish goals and tasks for the season,
- b) Second Period Documentation Complete,2/27/19
 - i) Gather data from build team for assignment,
 - ii) Gather data from programming team for assignment,
- c) Third Period Documentation Complete, 3/3/19
 - i) Set up computer for everyone to take survey,
 - ii) Gather info from team members for lessons learned,

Schedule Conflicts

Purim 3/21/19

Pi day 3/14/19

Pan pick up day 3/31/19

Schedule of meeting times.

1/27 1/29

1/31 2/3

2/ 5 2/ 7

2/10 2/12

2/14 2/17

2/19 2/21

2/24 2/26

2/28 3/3

3/5 3/7

3/10 3/12

3/14 3/17

3/19 3/21

3/24 3/26

3/28 3/31

4/2 4/4

ROLES

DOCUMENTERS

Noam Gottesman, Zack Dimbert

BUILDERS

Zack, Hillel, Yoni, Aaron

PROGRAMMERS

Aharon I, Ilan I, Hillel s. Aaron H.

OPERATORS

Yoni

DESIGNERS

Zack, Hillel, Yoni, Aaron

Team captain: Aharon levitt

TEAM CONFLICT RESOLUTION

1. Team members who are in disagreement will first attempt to work out the disagreement together. Team members agree to allow everyone to express their opinions and thoughts one at a time and attempt to reach resolution.
2. If resolution cannot be reached the team members will bring the problem to the team captain, the student team leader.
3. If a resolution is still not reached (or the disagreement involves the team student leader it will be brought to Mister Karp the coach. Mister Karp will decide how to resolve the conflict or will bring it to the team for discussion and a team vote. Mister Karp's decision or the team vote will be final.