New England

Period One - Project Plan

Goals and Tasks for Botball 2019

Game Goals and Tasks

Deadline: bold

a) Review the game rules movie and game documents, Examination of Game document to understand what strategies to pursue. 2/1/19

Review Game Rules 2/1/19
Review Game Document 2/1/19

b) Brainstorm Strategies for High Scoring and Constant Scoring Strategies 2/8/19

Brainstorm Strategies for High Scoring for Create and LEGO Robots 2/7/19
Brainstorm Strategies for Constant Scoring for Create and LEGO Robots 2/8/19
Build Practice Board 2/5/19
Build the Practice board 2/5/19
Put softs on Practice Board and review build video 2/11/19

d) Finalize High Scoring and Constant Scoring Strategies 2/12/19

I) Finalize Constant Scoring Strategies 2/12/19

II) Finalize High Scoring Strategies 2/13/19

Robot Building Goals and Tasks

Deadline: Bold

a) Prototype the Create and LEGO Robots 2/15/19

Prototype the claw structures for Create and LEGO Robots 2/13/19
Create the claw structures for Create and LEGO Robots 2/15/19

b) Complete Construction of Create Robot, 2/27/19

Mount the brain on the Create, 2/25/19
Mount the Claw on the Create, 2/26-27/19

c) Complete Construction of LEGO Robot, 3/3/19

Create Moving structures and base for LEGO Robot 3/1/19
Create Grabbing and Pushing structures for LEGO Robot 3/2/19

Programming Goals and Tasks

Deadline: Bold

a) Run and Create Offensive Test Programs for Create Robot, 3/16/19

I) Complete Constant Scoring Program for Create Robot, 3/16/19 (finish this first)

II) Complete High Scoring Program for Create Robot, 3/16/19

b) Run and Create Offensive Test Programs for LEGO Robot, 3/19/19

I) Complete Constant Scoring Program of LEGO Robot, 3/19/19 (finish this first)

II) Complete High Scoring Program of LEGO Robot, 3/19/19

c) Run and Create Defensive Test Programs 3/25/19

1) Complete Consistent Disruption for LEGO Robot, 3/23/19

II) Complete Consistent Disruption for Create Robot, 3/25/19

Documentation Goals and Tasks

Deadline: Bold

a) First Period Documentation Complete, 2/6/19

I) Review the Document with Team, 2/5/19

II) Submit the document, 2/6/19

b) Second Period Documentation Complete, 3/13/19

I) Look over rubric and make sure we completed everything correctly, 3/21/19

II) Turn document in once we have finished reviewing it, 3/21/19

c) Third Period Documentation Complete, 4/24/19

I) Have a team meeting to see if we did our Third Period correctly, 4/23/19

II) Look into completing 'Lessons Learned' with our team, 4/24/19

Schedule Conflicts:

a. April Vacation (April 22nd-26th) is the week leading up to the tournament and we do not have class, therefore we will not meet.

b) Student Assembly (2/2/19) We have a student assembly during class not allowing us to go to class.

c) Snow Days (Throughout the winter) These snow days may prohibit us from having class.

Team Organization

Schedule of Meeting Times:

Dates:

Regional workshop: January 25-26, 2019 Regional Tournament: April 27, 2019

Runtime:

Each class will run approximately 65 minutes

Schedule of Meeting Times - Highlighted dates are the days we meet. (Assuming we have no snow days). Also, we are able to meet after school any day if it is ever necessary to catch up on an objective.

Monday	Tuesday	Wednesday	Thursday	Friday		
				1		
4	5	6	7	8		
11	12	13	14	<mark>15</mark>		
18	19	21	22	23		
25	26	27	28	1		

February

March

Monday	Tuesday	Wednesday	Thursday	Friday			
2	3	4	5	<mark>6</mark>			
9	10	11	12	13			
<mark>16</mark>	17	18	<mark>19</mark>	<mark>20</mark>			
<mark>23</mark>	24	<mark>25</mark>	26	27			
<mark>30</mark>	<mark>31</mark>						

April						
Monday	Tuesday	Wednesday	Thursday	Friday		
1	2	3	4	<mark>5</mark>		
8	9	10	11	12		
15	<mark>16</mark>	17	<mark>18</mark>	<mark>19</mark>		
22	<mark>23</mark>	24	<mark>25</mark>	26		
TOURNEY						

Division of labor:

Team Leader/Teacher: Martin Vazquez Robot Building Team for Create robot: Vito Robot Building Team for Lego robot: Braeden Programmers for Create robot: Zack and James Programmers for Lego robot: Zack and James Documentation Team: Peter, James, Vito, Braeden, Zack

*Zack is our student team leader

Conflict Resolution:

Disagreements

The team has came to the agreement that when a disagreement on the course of our project occurs, we will approach such issues in the following way:

- 1. If there is a disagreement between team members they will respectfully explain and prove their reasoning for the project. Each team member should be able to express their opinions fully, for considerations on the course of the project.
- 2. If there cannot be an agreement between those in disagreement, the issue will be brought to student team leader Zachary Frankel. He is an authority and should be able to direct an appropriate decision.
- 3. Finally, if there can be no agreement met, the team will meet with Mr. Vazquez the Team Leader will have the final decision, as he is the most knowledgeable in problem solving in Botball

Vacations/being away from school

1. From April 15th-19th (the week before April vacation) we have to work our hardest to be prepared for the tournament since we have the next week off and we will not likely be working that week.

2. If we can, we will meet at a different location to review our code and make sure everything is finalized.

3. We will keep in touch over April vacation to make sure we are on the same page and to make sure we are ready to compete.

