

# ZERO ROBOTICS

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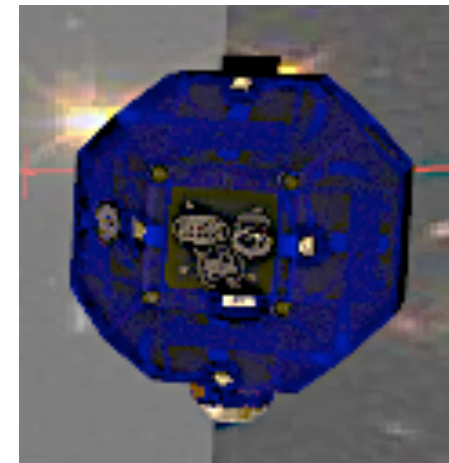
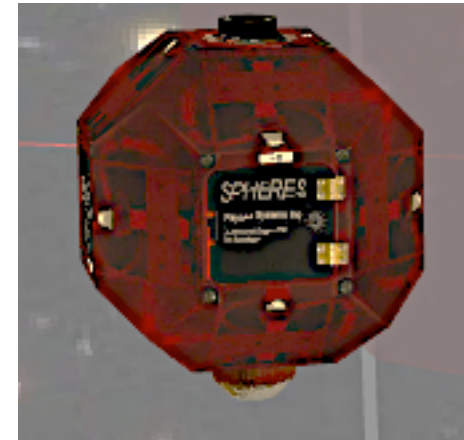
ISS PROGRAMING CHALLENGE

## Intramural Competitions and Sharing Projects





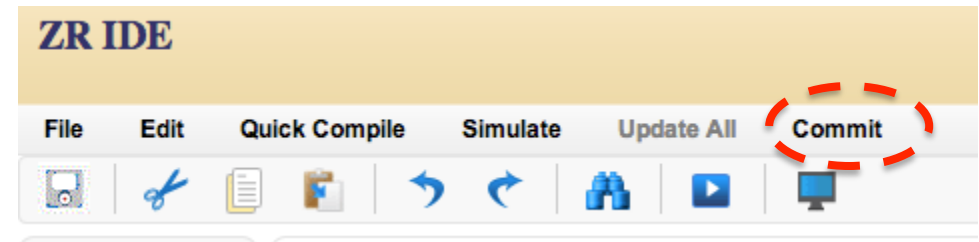
- In this tutorial you will learn:
  - How to commit code
  - How to share your program on the Zero Robotics website with your team
    - You need to complete this step before you can compete against a teammate
  - How to compete against a teammate



# Commit your Code



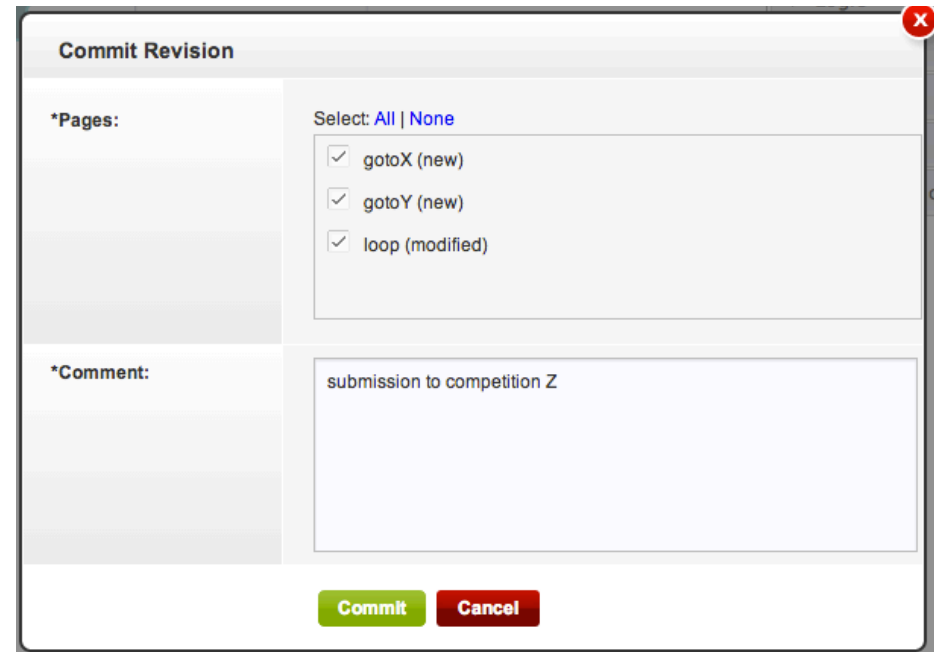
- Before you can share your code you must commit it
  - Open your project in the ZR IDE
  - Select “Commit” from the top menu bar
    - If “Commit” is black then you have a new version of your code that has never been committed
    - If “Commit” is greyed out, then you have already committed the most recent version
    - Even if you committed your code earlier, be sure to do this step as a double check that you are submitting the most current version of your code



# Commit your Code, continued



- In the “Comment Revision” pop-up window
  - Pages:
    - Select “All” to commit all pages (all boxes should be checked)
  - Comment:
    - Type a note describing the version of code being committed
- Select “Commit”
  - After the project is committed, “Commit” should be greyed out in the menubar



## Sharing projects



- Now you're ready to share projects, which allows:
  - Teammates to view and edit your projects
  - Teammates to save your project with a new name and develop it further
  - Teammates to run their code against each other
- Click on the ZR IDE icon to open the Projects window
- Find the project you would like to share and click on the word "Not Shared"
- Click the check box next to "Shared" to view the sharing options (see next page)



**Projects**

My Projects **Shared Projects** Simulations

Filter by: Name  **Apply** **New Project**

Project Name	Game	Last Edited	Revision	Sharing	
HS ZR 2D Demo Player #6	RetroSPHERES2D	11:18 EST, 01-31-2013 by wfeenstra	3 Show	Not Shared	Download Remove
HS ZR 2D Demo Player #5	RetroSPHERES2D	11:20 EST, 01-31-2013 by wfeenstra	3 Show	Shared	Download Remove

**Share Project**

To set the permission level of ZR IDE as:

☒ **Shared** (The assigned team(s) can view and/or edit the project)

**Submit** **Cancel**

## Sharing projects, continued



- Select the team name in the “Team Pool”
- Click on the arrow to move the team into the desired sharing option
  - Select “Read&Write”
- Click Submit
- All team members should now be able to see the shared project under their “Shared Projects” tabs

**Share Project**

To set the permission level of HS ZR 2D Demo Player #4 as:

☒ **Shared** (The assigned team(s) can view and/or edit the project)

Please choose the team(s) to share with:

Team Pool: [Select All](#) [Select None](#)

Shared as Read-Only with: [Clear Read-only List](#)

Shared as Read&Write with: [Clear R&W List](#)

**Submit** **Cancel**

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**My Projects** **Shared Projects** **Simulations**

Filter by: [Game](#) [ZRMS2013Pilot](#) **Apply** **New Project**

Project Name	Game	Shared By	Last Edited	Revision	My Permission	Source Code
TeamABC2	ZRMS2013Pilot	member of ZR Staff Demonstration Team teamRobotics	10:57 EDT, 05-27-2013 by member	1 Show	Read & Write	Open in IDE <b>Download</b>
TeamQRS1	ZRMS2013Pilot	member of ZR Staff Demonstration Team teamRobotics	10:45 EDT, 05-27-2013 by member	1 Show	Read & Write	Open in IDE <b>Download</b>

# Running an Intramural Competition



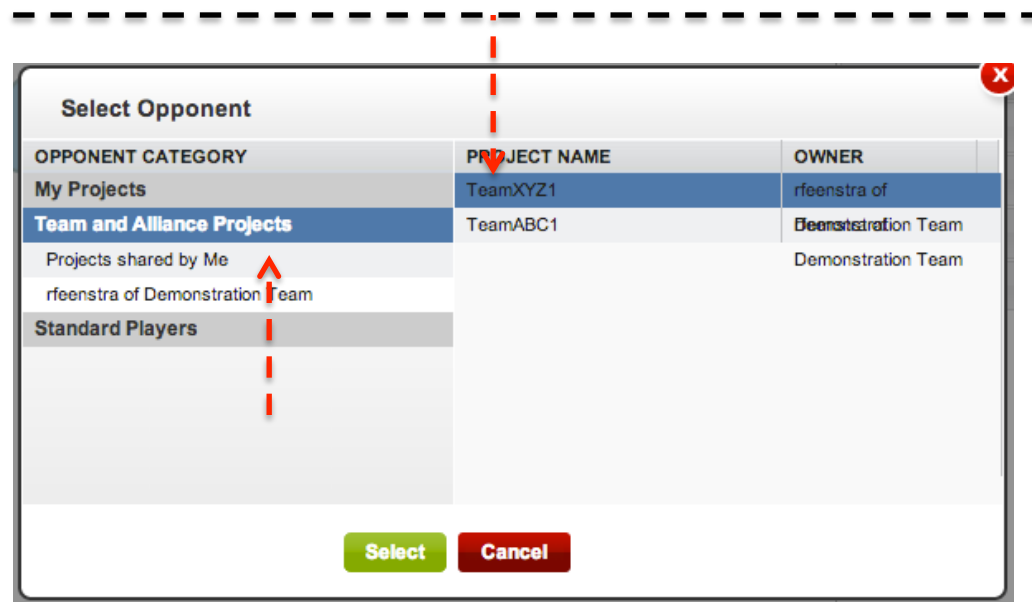
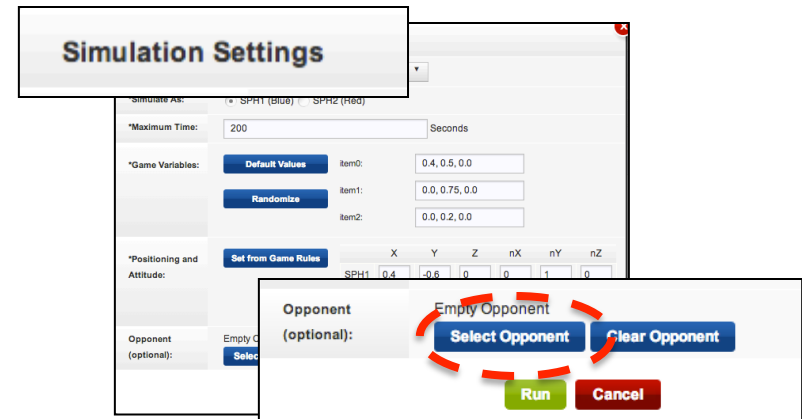
- Have each person competing in the intramural competition share their project with the group
- Click the Shared Projects tab to see the projects that will be competing in the intramural competition.
  - Any projects you created yourself will not show up on this tab. These will be available under the My Projects tab.
- Create a plan for the order for the competition
  - An example for a competition between 3 teams is on the right

<b>Round 1</b>		
A	2	team 2
	3	team 3
<b>Round 2</b>		
B	3	team 3
	1	team 1
<b>Round 3</b>		
C	1	team 1
	2	team 2

# Competing against a team member



- Open a project
- Select Simulate
- Simulation Settings
  - Load Settings:
    - Select the setting you created for the ZR game
  - Use Default Values
  - Set from Game Rules
  - Select Opponent
    - OPPONENT CATEGORY: click
      - Team and Alliance Projects or
      - My Projects
    - PROJECT NAME
      - Pick your opponent
    - Click “Select”
- Run and View Simulation





## Competing against a team member, continued



- Check the statistics in the scoring box for each SPHERES
  - The name of each project will be at the top of its scoring box
  - Review the game manual for scoring details
  - Record the score
- Run more matches to determine the winner!

Note: This image is game specific and will vary from year to year





- Congratulations!
  - You have learned how to:
    - Share your programs with your team
    - Compete against a teammate's code
- Have fun!

