

## CPRE 288 Final Project

### Team member responsibilities

Team Name: Datasheet Warriors

Team Member Name	Project Responsibilities
Yi Ang	<ol style="list-style-type: none"><li>1. Helped work on the GUI part at the start of the project to get things started.</li><li>2. Provided some ideas for the robot's movement and implemented it with Joseph.</li><li>3. Helped with starting up the Project Proposal.</li></ol>
Daniel Ripley	<ol style="list-style-type: none"><li>1. Main coder for the GUI part of our project, Daniel created a working GUI with a radar scan.</li><li>2. Daniel coded most of the base code used in the project with Harley</li><li>3. Daniel worked on testing the code for the robot, making sure everything was good for the project.</li></ol>
Joseph Schmidt	<ol style="list-style-type: none"><li>1. Coded the movement part of the robot and added cliff sensors to detect the tape boundaries and holes in the ground.</li><li>2. Created the bots victory sound track and implemented it into the UART listeners.</li><li>3 Joseph was a big help in the coding portion of our project. Him and Daniel were collaborating to get the job done.</li></ol>
Harley Peacher	<ol style="list-style-type: none"><li>1. Developed the simple mission code alongside Daniel which served as a foundation for the project</li><li>2. Helped provide ideas to Daniel with problem-solving and troubleshooting.</li><li>3. He also helped code and understand the Simple Sockets function for the GUI.</li></ol>
	<ol style="list-style-type: none"><li>1.</li><li>2.</li><li>3.</li></ol>
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