Gideon Quaye / Peter Parrella Requirements Table:

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| Req# | Requirement | Comments | Priority | Date Reviewed | SME Reviewed/Approved |
| Agility\_01 | Blue light faces opposite direction of initial | Aligning the Robot to go on correct path. | 2 | 12/4/22 | Approved |
| Agility\_02 | Robot Starts on the x at the beginning |  | 1 | 12/4/22 | Approved |
| Agility\_03 | Robot goes along first line without hitting the glass bottle successfully |  | 1 | 12/4/22 | Approved |
| Agility\_04 | Robot stops and delays for around one second | Helps make the robot more accurate on the tracks path | 2 | 12/4/22 | Approved |
| Agility\_05 | Robot turns right and stays on the line without hitting over the second glass bottle successfully |  | 1 | 12/4/22 | Approved |
| Agility\_06 | Robot stops and delays for one second | Helps make the robot more accurate on the tracks path | 2 | 12/4/22 | Approved |
| Agility\_07 | Robot turns left and continues the path of travel without hitting over the third glass bottle successfully |  | 1 | 12/4/22 | Approved |
| Agility\_08 | Robot stops and delays for one second | Helps make the robot more accurate on the tracks path | 2 | 12/4/22 | Approved |
| Agility\_09 | Robot turns right and goes down the path jumping over the binder and stopping at the corner. |  | 1 | 12/4/22 | Approved |
| Agility\_10 | Robot stops and delays for one second | Helps make the robot more accurate on the tracks path | 2 | 12/4/22 | Approved |
| Agility\_11 | Robot turns right and goes straight hitting down all the markers successfully |  | 1 | 12/4/22 | Approved |