Bodacious Battle Bots

PROJECT

RETROSPECTIVE

Project Retrospective

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--------Simply plain text – will need someone to proofread and format the text ------

What went right with this project:

We had good team meeting, and everyone helped and collaborated during each meeting proving valuable feedback. We used GitHub to share, update, and monitor code, which made it quite simple to collaborate and work. Our team was able to shut down almost all our problems with hard work and help of others. We learned a lot of how to use APIs and sending requests. Our team worked extremely hard in all the tasks assigned and almost all the deadlines established were fulfilled.

What went wrong with this project:

In the beginning of the project, we did not know much of what to expect and how hard a lot of things could be, and how easy some other could do. We ended up taking a lot of things to do, which gave us a little bit of an overload. Which made us not able to finish every interaction and implementations that we wanted.

A lot in this project was researching what the robots could do and how to do those things. Unfortunately, there are not a lot of resources on Misty, since it is a new product and not a lot of people have it. Therefore, most part of the problems that we encountered were not faced by other people before, which made the work and trying to find the solutions way harder, or even not being able to find a solution. Some of these problems made us spend lots of time in things that did not lead to a solution.

We were not able to implement the use of sockets in order to allow direct communication between two robots. The methods for sockets provided by the Misty developers seemed to have a lot of bugs and did not have proper documentation on how to use them. Furthermore, since misty does not allow us to install any libraries or use different languages, we could not implement it through Javascript, neither try to use other languages.

The last thing that did not go right in this project was the fact that we did not estipulate how much time things could take properly. Some parts that we thought that would take around a month, ended up taking the whole semester and not being a hundred percent done, such as the dashboard and tic tac toe. While some other tasks that we anticipated to take around a month were done in couple of hours, such as security cameras. Lastly, we also did not count for a full documentation before actually being mentioned in class, we were thinking only about comments and read.me files.

Project timeline:

Burndown chart:

Sprints Summary:

Sprint 0 – Start:

Defining what the project is and we wanted to do. We chose which skills we wanted to do, talked to our client to get approved. Defined the team roles and responsibilities. Lastly, we established the points and time needed to implement each part.

Sprint 1 – Week 1:

Research and learn the details of the robots before start to code. Developed dancing.

Sprint 2 – Week 2-3:

Still working on researching. Started dashboard, designs were approved by client, and we are able to send commands to the robot from there. Some forward steps in searching for object and face recognition.

Sprint 3 – Week 4:

Work on status report 1. A lot of work on backend of the Dashboard. We finished searching for object. Worked on reaction and rock paper scissors.

Sprint 4 – Week 5:

Mainly worked on the presentation for the status report, tried to get everyone on the same page and working/communicating a little more to get back on track.

Sprint 5 – Week 6:

Great progress this week. Done with text to sound and sound to text skills. Dashboard seems to be progressing, being able to send POST requests to misty and pull data from it.

Sprint 6 – Week 7:

Finished translation and lots of progress with conversation skill. We are ahead of schedule and lots of things are working very well. Great progress.

Sprint 7 – Week 8:

Work on presentation for status report 2. Almost completely done rock paper scissors, tic-tac-toe, and security cameras. Dashboard almost done, good work on design and interactions with robot.

Sprint 8 – Week 9:

Only worked on documentation.

Sprint 9 – Week 10:

Only worked on final presentation.

Describes what the project team would have done differently if they were to start all

over again from scratch:

There are only a couple of things that we would change if we were to start all over, but now knowing what to do, how long things will take, what works and what does not.

To begin with, and probably the most important thing, we would change how we approached the project and decided that we wanted to do. The main reason why we chose to do this way is because there was a possibility of finding something that we could not do, and that thing could hold us of from delivering anything at all. Instead, we decided to create a dashboard and do a lot of skills for misty. However, the most important for the client was translation, which was a skill that we were afraid of not being able to deliver properly. Knowing now that translation is possible to do using the bots, we would have changed to only do a translation application and make that a big skill with lots of different functionalities. This would solve lots of problems that we faced during the project and make the workload of the whole project a little fairer than what it turned out to be.

In addition to that, we would have worked more closely in the communication between robots. It took a lot of time and work to try to make the communication between robots work and we just managed to do it in some of the places. Even though it was on our priorities list, it turned out to be way harder than any other part in the project.

Lastly, we would also have changed the timeline a bit. With complete knowledge of how long things would take, changing the timeline to match more closely the resources needed for each task would help us to be a little more precise in our sprint division and work division.