Weekly report

1. **My *Goals* from last week**
   1. Improve Variance Control Game based on feedback
   2. Run successful tests for Mean Variance Experiment
   3. Catch Shiva up on the data we have gathered thus far
2. **My *Accomplishments* this week**
   1. Project 1: <Mean-Variance Kilo-bots Project>
      1. Changed the hexagon object again
         1. Created a shorter hexagon model
            1. Shiva says the legs of the kilobots are stronger than the bodies
            2. *Deliverable 1: 3D model on github*
         2. Bought a ream of bright green paper in order to replace paper on hexagon. The old paper weighed 8 grams and the new paper weighed virtually 0 grams (as the scale would not read it)
            1. Before robots could push object but would be slowed to a quarter or an eighth the speed of non-pushing robots, now robots are almost the same speed regardless of pushing object
            2. I have yet to fill out reimbursement form
      2. ONE SUCCESSFUL RUN ALL THE WAY TO GOOOOOOAAAAL!
      3. Measured the K charger, as per An’s request for him to be able to create more chargers for the kilobots
      4. Implemented a Matlab threshold ignore code in order to ignore kilobots that get far from the group from getting caught on obstacles or being poorly calibrated
         1. *Deliverable 2: Code on github: ObjectManipulation\_ThreasholdIgnore.m. Currently in use*
      5. Created a code to increase max variance when variance control has been happening for too long
         1. *Deliverable 3: Code on github: ObjectManipulation\_withStuckCheck.m. Yet to be tested*
      6. Bought pink paper to cover edges of field so camera would read it as an obstacle
         1. Did not fill out reimbursement form
   2. Project 2: <Variance Control Game>
      1. Sent out game for feedback
         1. *Deliverable 4: E-mail sent to everyone in the lab. The link that follows should update every time I push to github.* [*https://rawgit.com/aabecker/SwarmControlSandbox/master/exampleControllers/VarianceControlGame.html*](https://rawgit.com/aabecker/SwarmControlSandbox/master/exampleControllers/VarianceControlGame.html)
      2. Fixed the bug where Jarret increased his score after the game finished
      3. Fixed the moving diagonally problem
      4. Removed many superfluous functions and variables from code
      5. Implemented a time decreasing bar obstacle
   3. Project 2: <Inverse and Forward Kinematics Mathematica Code>
      1. Wrote up a better caption
      2. Wrote most of the details section
      3. Deliverable 5: Code in Dropbox
3. **My *Goals* for next week**
   1. Fill out reimbursement form for all the paper I bought
   2. Fix the “feature” on the game where the noise and goal changing does not change if you change the screen but the game will still end and score will increase
   3. Understand how the mouse/touch screen code works for game
   4. Start the Torque Experiment
      1. Read torque paper
   5. Become healthy