Weekly report

1. **My *Goals* from last 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
2. **My *Accomplishments* this week**
   1. Project 1: <Block Pushing Kilo-bots Project>
      1. Discussed how we will determine whether or not the robots should be counted for the Variance.
         1. Decided on Threshold Regions
         2. Broke code down into portions for each of us to tackle
      2. Simulations
         1. Created another example controller but with a static threshold instead of a dynamic one.
         2. Added rings to the simulation codes so that we are able to tell where robots stopped being counted and discolored robots that were not being counted
            1. *Deliverables 1&2: BlockPushingJournal.html and BlockPushingJournal\_StaticThreshold.html can be found in the SwarmControlSandbox github under example controllers*
   2. Project 2: <Variance Control Game>
      1. Deleted many unused variables and functions from the code
      2. Fixed and issue where sometimes it would not count the points when the goal would change
      3. Received only three sets of feedback since sending out code last week
         1. David’s bug, yet to fix. E-mailed Chris for a deeper explanation
         2. Arun said it was laggy at points, a problem Jarret also said he had before but only if he was not using internet explorer
         3. Li said he liked it… I cannot add much from this comment
   3. Project 3: <Inverse and Forward Kinematics Mathematica Code>
      1. Gave feedback in the form of rewording details section
      2. Added related links
      3. *Deliverable 3: Code in Dropbox*
   4. Project 3: <Pure Torque Control Experiment>
      1. Read the paper
      2. Ran first run of Torque experiment
      3. Discovered that the code was not properly recognizing the object
         1. Suggested to only count the largest pink object so it would not see the small pixels of pink (successful)
         2. Made the paper wider for the camera to see more connected objects (successful)
         3. Asked Mahek to 3D print a new object (successful after a couple modifications)
      4. Ran multiple successful experiments with data, a few tweaks may still be needed
   5. Project 4: <Other>
      1. Picked blueberries and discussed how to improve via robots
      2. Went to the doctors for medication
      3. Poster for RSS
         1. Completed a poster
         2. Sent to Dr Becker for Printing/Feedback
      4. Went to first SURF meeting
3. **My *Goals* for next week**
   1. Fill out reimbursement form for all the paper I bought (I forgot last week)
   2. Waiting for Christ to respond to my e-mail to figure out how to fix the problems I have been pondering over for a week
      1. 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
      2. Understand how the mouse/touch screen code works for game
   3. Get more runs of the torque experiment
      1. Which we only really have Thursday and Friday for so we may not get much of these done
   4. Write the code for block pushing experiment, threshold regions and lines when Shiva gives me the point code
   5. Write the code for orientation control, keeping object orientation when handed off from Mable
   6. Go to RSS
      1. Meet lots of Roboticists
      2. Learn a lot of new things
   7. Become even more healthy
4. **What I need Dr Becker to Do:**
   1. Print my poster for RSS