Weekly report

1. **My *Goals* from last 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
2. **My *Accomplishments* this week**
   1. Project 1: <Block Pushing Kilo-bots Project>
      1. Taught Mahek to run the kilobots/helped her download the software
      2. Taught Mahek how to use github
      3. Created the code for threshold maps
      4. Made the simulation to flow around
         1. Not necessarily sure if it is working as it should be but Mable and I feel like it might be(?)
   2. Project 2: <Variance Control Game>
      1. Added a feedback button (Should solve the David Bug)
      2. Added a timer to get a game over when user stops playing
      3. Started the game when user presses a key
      4. Added instruction screen
   3. Project 3: <Pure Torque Control Experiment>
      1. Resolved the issue Mahek had with her object not printing correctly
   4. Project 4: <Other>
      1. GRADE Camp
         1. Learned to use the CNC machine
         2. Learned how to make earrings by making 2
         3. 3d printed a box to store the loose parts
         4. Taught many girls to use the drill press
         5. Impressed Dr. Claydon so much he said he wanted more to come
      2. Went to RSS
         1. Met and made friends with people from other universities
         2. Learned how to apply and what to look for in a graduate school
         3. Learned a lot about path planning and deep learning
      3. Started working on a nameplate thing for Suleyka
         1. Honest opinion though, not sure how it will turn out
         2. I don’t know if Dr Becker was serious about us making her one
3. **My *Goals* for next week**
   1. Understand Chris’s changes to the variance game
   2. Finish the block pushing experiment
   3. Figure out how to get robots stuck for the friction experiment
   4. Restart the Pure torque experiment with the new 3D printed object
   5. Start the orientation control code when Mable is done with her part