Robotics Project

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Challenges Faced

- Keeping track of robots charge (takes approximately 3-4 hours to charge)
- Meeting times between group
    - 43% of real world SE projects are challenged
- Never have used block code/sphero robot before
- The figure 8 on sprint 2 was complex
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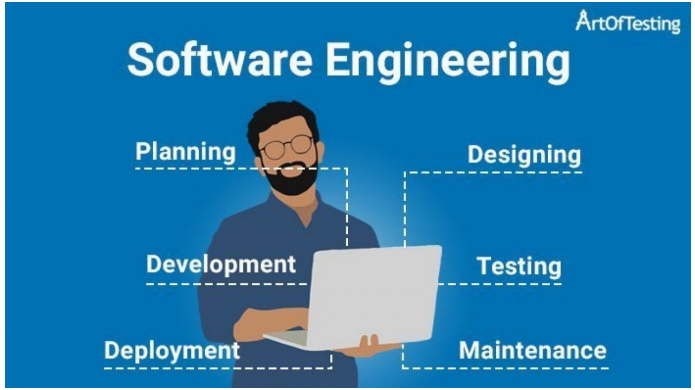
Roles

- Justin managed our group meetings and the block code. Signed out robot.
- Jason was in charge of flow chart and owner of all our github repositories.
- Briana was in charge of documentation (SDD) and recorded all the errors to make adjustments.

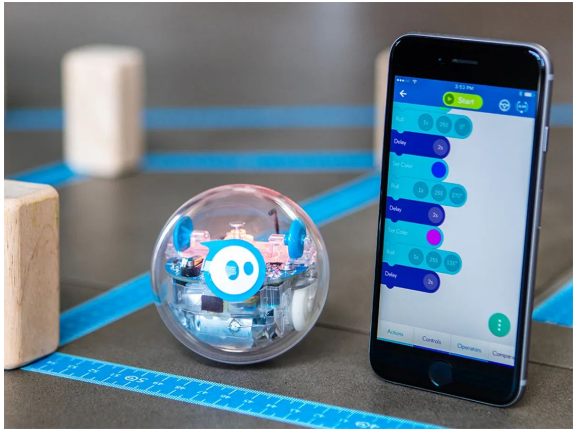
What We Learned

- How to collaborate on a Software Engineering Project
- An understanding of why so many real world SE projects fail or are challenged
    - 61% fail as of 2014
- SE work requires lots of proper organization, documentation, and the ability to stay on top of deadline
- How to use sphero



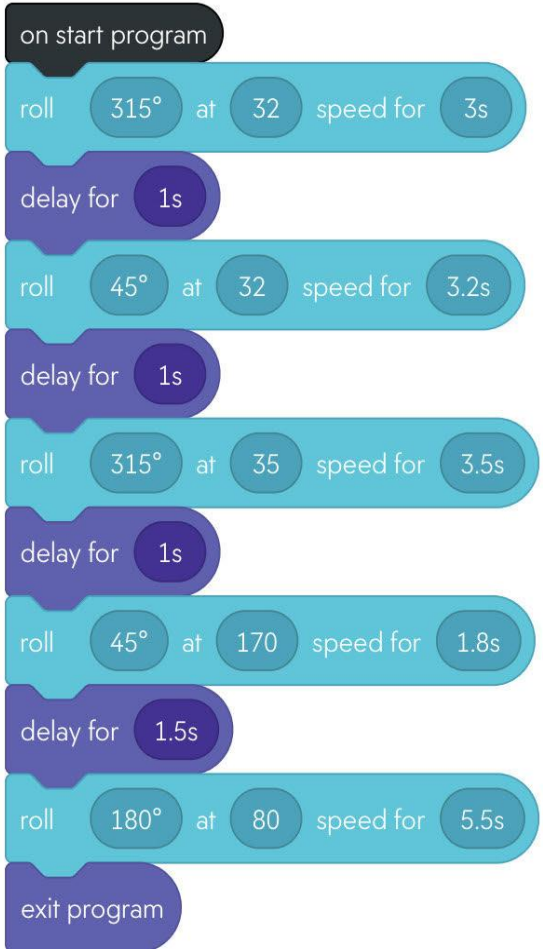
What Could Have Been Done Differently

- It was hard to find times for all of us to work on the project together
- Code error fixes for accuracy
  - This COULD stem from a lack of trials, even though there were many
- Put more consideration into what could go wrong, then be prepared on how to fix it



Block Code

- Agility
  - Started at an angle
  - Delay between each turn
- Trial and error for speed of each turn
- Drastic increase in speed to go over ramp
  - If speed was too slow robot would not make it
  - Going too fast would overshoot



Agility Sprint Video

https://edu.sphero.com/remixes/10626470