

For the fourth milestone, my contributions were heavily focused on improving the AI:

- Designing and implementing new behaviours for various circumstances of play
- Improving linear extrapolation to provide positions for rapidly moving objects
- Refactoring, testing and bugfixing

From now on, the focus will be on improving the robot for the final friendly and ultimately, the final tournament. The majority of the work here will be:

- Further improving the AI's behaviour and making it take more intelligent penalties
- Improving the Nav's turning and finding optimal movement speeds for different circumstances
- Moving the AI into a separate thread to allow Nav to run more consistently
- Wiring up and testing with the full Arduino setup

I feel that certain team members are particularly worthy of recognition for their contributions to this milestone:

- Ian Johnston: For redesigning and improving the robot, in addition to working resolve communication issues and foster a good team atmosphere.
- An Nguyen: For engaging well with the team and contributing heavily to improve Navigation.
- George Ivanov: For continued hard work and dedication in working on and testing the Navigation module.

For this milestone, I feel I deserve between a 3 and a 4. Whilst I feel that I worked very hard on the milestone and put in a lot of hours, I believe that I have to take responsibility for the low grade we received.