

For the third milestone, my primary contributions were:

- Heavily refactored and documented the entirety of the AI. After Milestone 2 (where a lot of code had been added in a short space of time), I wanted to refactor the codebase. I did this and simultaneously documented it using doxygen, which also required configuration.
- Spent time going through C++ and the AI with Iain. I went through the AI codebase with Iain and we worked on several tasks together; I tried to familiarise him with the C++ language and its conventions as we went.
- Added a lot of new behaviour to the AI, whilst focusing on testing and keeping the code performant. This included navigating behind the ball, dribbling the ball to a better position, checking if the path to the goal is clear to kick into, ensuring that we avoid the enemy robot when navigating, ensuring that we're within kicking distance of the goal.

I feel that I deserve a 4 for this milestone, considering that I contributed heavily throughout the three weeks, adding a lot of new behaviour to the AI.

There are certain team members whom I feel are particularly worthy of recognition:

- Georgi Koshov: I would award a 5 to Georgi, given his tireless contributions throughout the milestone, working on the Arduino. By the end, he had demonstrated a working model which was highly innovative and required a great deal of learning.
- Pavel Abrosimov: Pasha's contribution of a bluetooth communicator for the Arduino will be useful in the future. He also wrote a real-time plotter for the AI which has already proved invaluable in tracing movement issues to either the AI or Navigation. He also assisted a variety of sub-teams with their tasks. I would award him a 4.
- Stefan Sabev: Stefan demonstrated versatility and determination in writing large amounts of code for the Arduino. For this, I would award him a 4.