Brandon Benanti Sprint 3 Requirements Table:

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| Req# | Requirement | Comments | Priority | Date Reviewed | SME Reviewed/Approved |
| Agility\_01 | Blue light faces opposite direction of initial | Not required, however, to go on the right path alignment is vital | 2 | 4/13/2022 | Approved |
| Agility \_02 | Robot Starts on the x at the beginning of the path |  | 1 | 4/13/2022 | Approved |
| Agility \_03 | Robot goes along first line without hitting the glass bottle |  | 1 | 4/13/2022 | Approved |
| Agility \_04 | Robot stops and delays for one second | Helps make the robot more accurate on its path of travel | 2 | 4/13/2022 | Approved |
| Agility \_05 | Robot turns right and continues the line without hitting the second glass bottle |  | 1 | 4/13/2022 | Approved |
| Agility \_06 | Robot stops and delays for one second | Helps make the robot more accurate on path of travel | 2 | 4/13/2022 | Approved |
| Agility \_07 | Robot turns left and continues the path of travel without hitting the third glass bottle |  | 1 | 4/13/2022 | Approved |
| Agility \_08 | Robot stops and delays for one second | Helps make the robot more accurate on path of travel | 2 | 4/13/2022 | Approved |
| Agility \_09 | Robot turns right and goes down the path jumping over the binder and stopping at the corner. |  | 1 | 4/13/2022 | Approved |
| Agility \_10 | Robot stops and delays for one second | Helps make the robot more accurate on path of travel | 2 | 4/13/2022 | Approved |
| Agility \_11 | Robot turns right and goes straight hitting down all the markers |  | 1 | 4/13/2022 | Approved |