

Sprint 4

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Challenges



DIDN'T EXPERIENCE TOO MANY CHALLENGES.
TOOK A FEW ATTEMPTS TO FIND THE RIGHT
SPEED AND TIME FOR THE ROBOT TO TRAVEL.

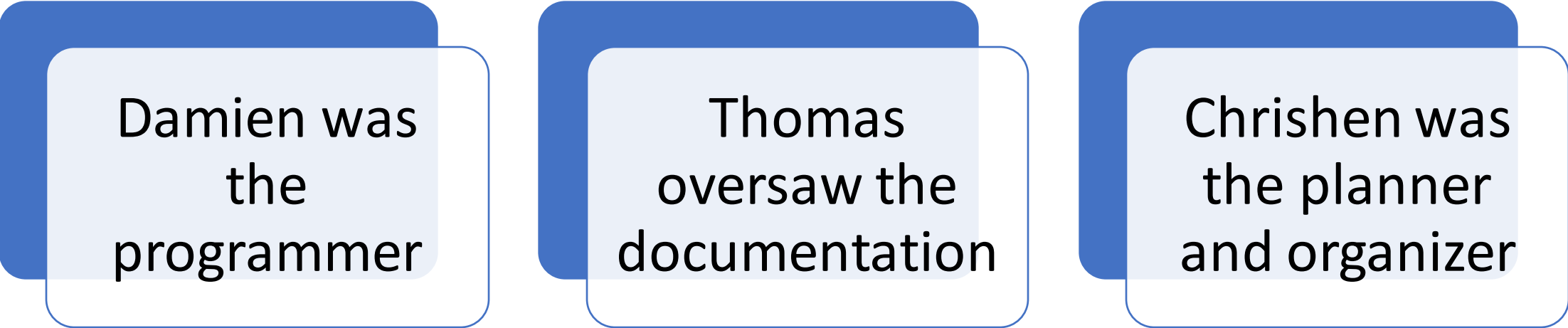


THOUGH THE BIGGEST CHALLENGE WE FACED
WHEN WORKING ON OUR PROJECT WAS
FIGURING OUT HOW TO LOOP COMMANDS
DURING SPRINT 2



ANOTHER ISSUE WE FACED WAS TIME
MANAGEMENT

Roles



Damien was
the
programmer

Thomas
oversaw the
documentation

Chrishen was
the planner
and organizer

What we learned about software engineering



Working on this project has taught us that software engineering involves a lot of problem solving and trial and error

Another thing that we learned about software engineering is that it involves more than just programming it has lots of writing and documentation too

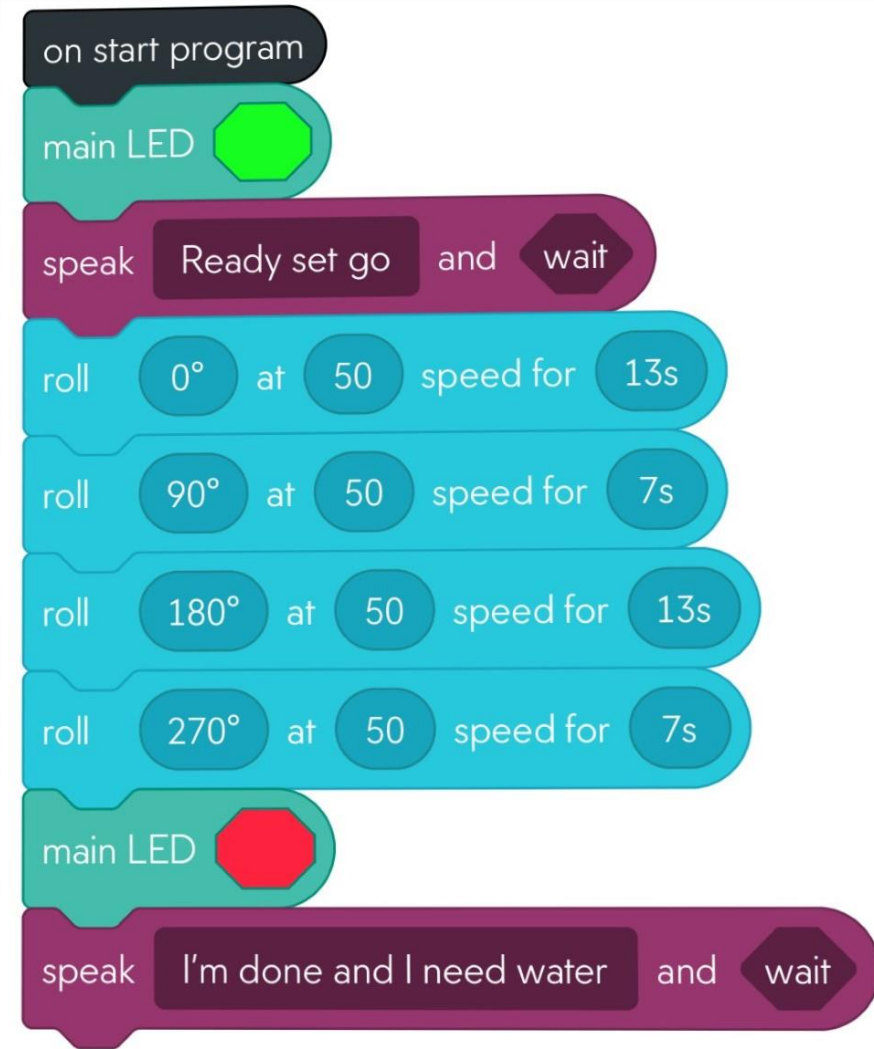
What we would do differently



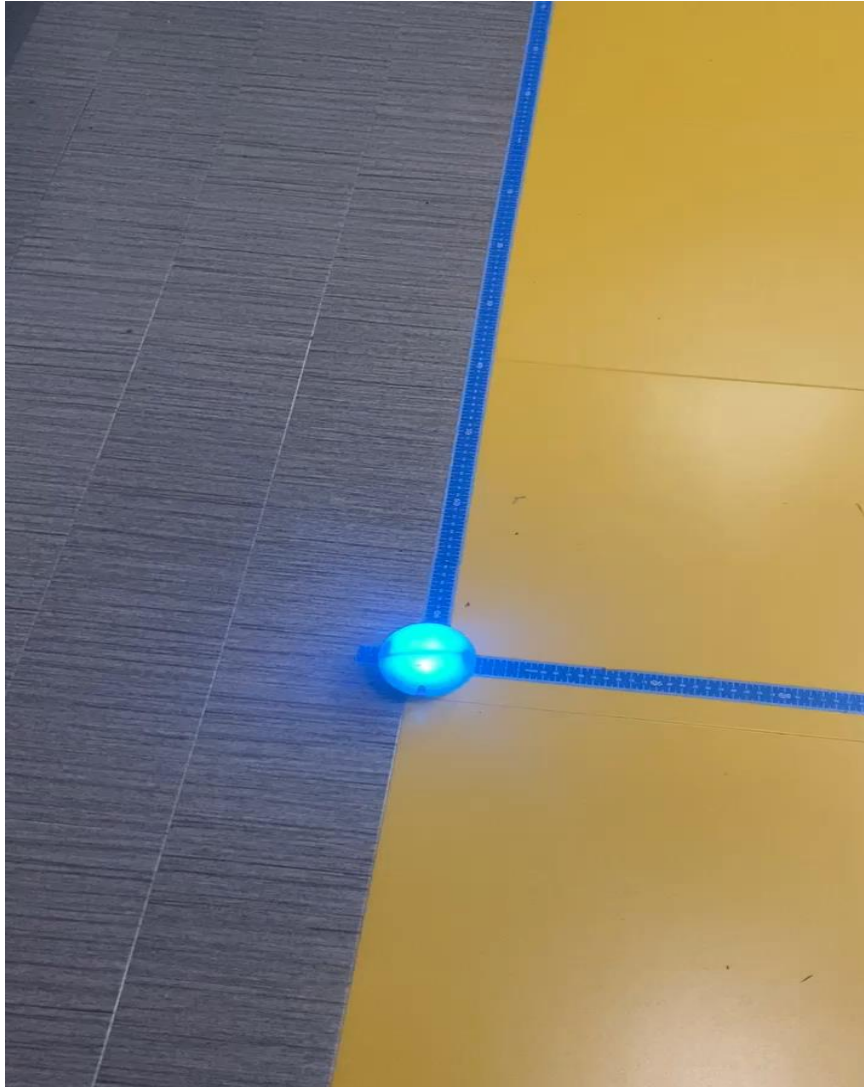
If we could go back and work on this project again, we would plan out are meeting more efficiently so we don't just meet as a group and not have an idea of what we are going to work on

Another thing that we would do is a better job of communicating with each other on what each person's role was.

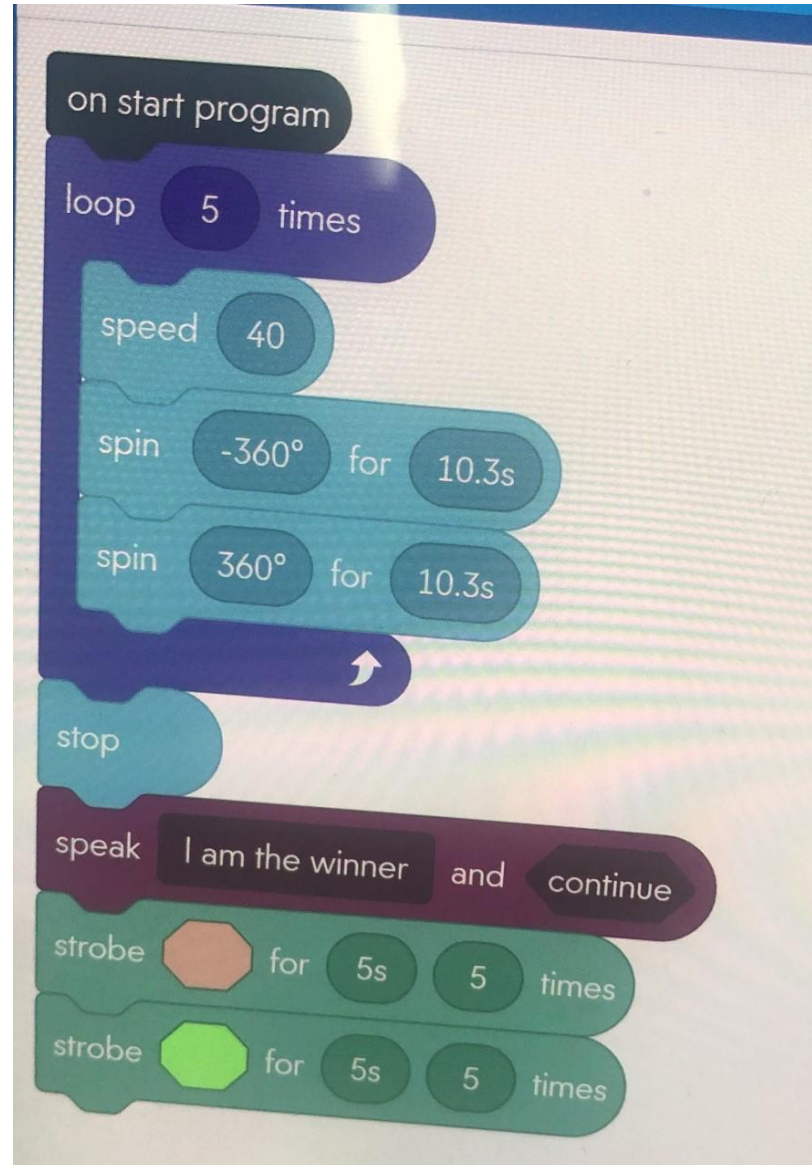
Sprint 1 block code



Sprint 1 (Endurance) video



Sprint 2 block code



Sprint 2(Accuracy) video



Sprint 3 Block code

The screenshot shows a mobile application interface for programming a robot. At the top, the status bar displays the time 6:19, signal strength, Wi-Fi, and battery levels. The app's header is blue with a back arrow, a green 'Start' button with a play icon, and icons for AIM, a menu, and settings. The main workspace contains a sequence of 'roll' blocks, each with parameters for angle, speed, and duration. The sequence starts with 'on start program' and ends with a 'roll' block at 225 degrees, speed 20, for 14 seconds. A bottom bar shows tabs for 'Movements', 'Lights', and 'Sounds', with 'Movements' currently selected.

6:19

Start

on start program

- roll 0° at 15 speed for 6s
- roll 90° at 15 speed for 6s
- roll 0° at 15 speed for 7s
- roll 90° at 15 speed for 6.9s
- roll 0° at 15 speed for 1.5s
- roll 90° at 15 speed for 3s
- roll 180° at 15 speed for 1.5s
- roll 90° at 15 speed for 4.3s
- roll 225° at 20 speed for 14s

roll 0° at 0 speed for 0s stop speed

Movements Lights Sounds

Sprint 3 (Agility) Video

