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CS 2450

Ten things done wrong to make killer robot

1. Bad communication - between the robotics division chief and project manager, this caused future problems like problems 2 and 3. – Some of the programmers were not very approachable about errors.
2. Developers of the robot worked under enormous stress **-** The pressure caused everyone to cut corners.
3. A lot more programmers were suddenly added to the project – The new programmers were not fully integrated even 6 months after being added to the project. Most didn’t know anything about robots and a lot of time was spent teaching them.
4. Lax quality control standards - the robot did not meet the stated requirements especially the requirement of being safe.
5. No emergency shut down – the system they had made you go through 6 different sub menus.
6. There wasn’t enough training-only 8 hours out of the agreed 40 hours of training was given.
7. They didn’t follow Shneiderman’s eight golden rules.

– Use of color and interface was unprofessional and inconsistent which promoted eye strain. Error messages would appear in different colors and with different sound effects.

– Poor input system - one keyboard embedded into the machine that was not maneuverable to be more easily used by the operator

-Poorly designed menus – too large main menu and too large submenus as well

-Bad feedback – the user was not informed when a task was completed

-Poor error handling

-It took too much effort to reverse any action

1. Unclear error message text , no sound alerted the user of the error, the error message was green(usually seen as a good thing)
2. Testing – the bad code was implemented after the testing was finished – this could be caused by either bad or deliberately fake testing practices or poor version control. It turned out to be the result of deliberately fake tests.
3. Ethics – programmers taking another’s code as their own and faking the tests.