

## Weekly report

### 1 My Objectives this week:

*project 1: Making games for assembly*

- Getting data and analyze data from the four games.
- Make the first draft of the paper
- Make the new games with the feedback we got.

### 2 My Accomplishments this week

- made the plots for varying visualization. Computed p values, none of them were interesting. Seemed all the players did full-state. Even removing outliers didn't help.
- We made the four new games. varying noise, shape size, number of robots, and density.
- Now the robots are distributed uniformly, the orientation has changed and the games are harder and the solution is less memorizable.
- The smart phone also works, so we can get more data.
- size of the robots are the same when we change number of robots.
- Smaller bugs have been resolved(the color of the dots, not overlapping robots, the overviews of the games, goals, etc)

### 3 My Plan for next week

- Get data from the users and see if the new results have something interesting.
- Complete the paper for Multirobot conference.
- Have at least one experiment with the real robots and assemble them(One full run for Shiva and one full run for Lillian)
- Do the torque experiments with the new design and see if the new design works better.

#### 3.1 Meeting with Dr. Becker

- Discuss the results and choose some interesting result from them