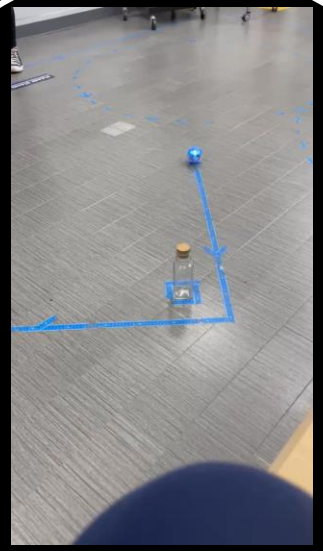
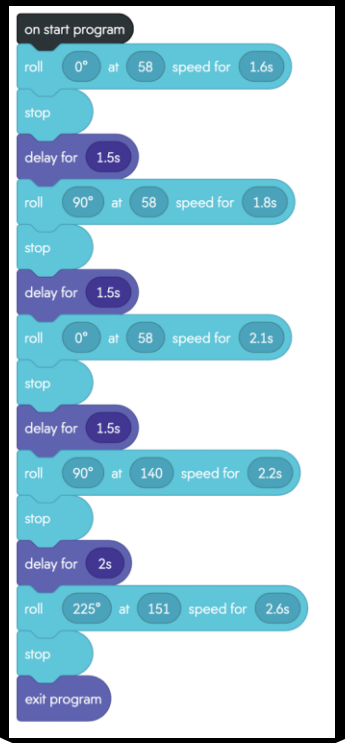
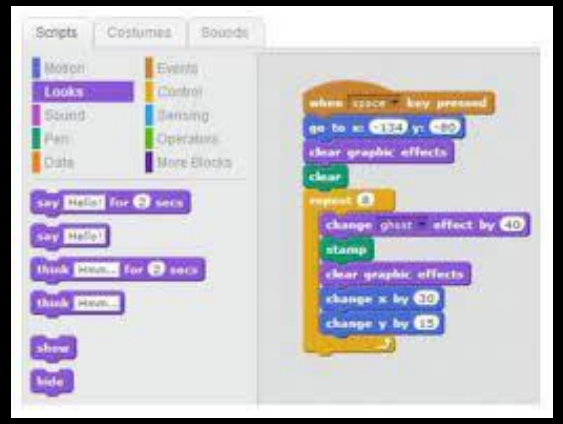
# Robot Triathlon

By:Kelly Gonzalez, Arizona Reynoso, Bajon Wilkins

# Block Code for Sprint 3 Agility/Video of your robot doing the Agility sprint








# What would you do differently/Challenges

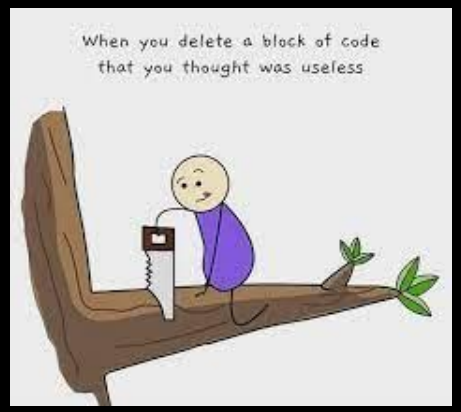
- Practice more with the code for specific actions
- More examples of the code
- Used our online resources
- Try a few different ways to see what works best

//////////////////////////////////////////////////////

- Never worked with Sphero before
- Learning how to do a figure 8
- Understanding “aim”
- Speed and time relationship
- 'Drunk' robot
- The robot's battery

# Roles of Each Team Member

- Arizona: worked on block coding, made the github repositories, got the sensory data diagram, worked on the design documents, created the flowchart
- Kelly: worked on block coding, made the gantt chart, videoed the robot, worked on the design documents, created the algorithm
- Bajon: worked on block coding, made the requirements table, created the staffing table, worked on the test table, worked on the design documents


# What have you learned about software engineering

- Time consuming
- One wrong move, has a big impact
- It is a language
- Programming can be used in many different ways
- You have to test out many possibilities before finding the one that worked the best
- Planning to stay within the timelines given