Minutes for the meeting on 01/02/13

Absent – Sean (not in Edinburgh)

Main Points

- Bartek has restructured the code that is already up on GitHub and this will hopefully be up soon. Now the structure is Project --> sdp --->vision , control, data, strategy folders etc. (If you want to run a file within the lowest level folders, it must be compiled from the Project folder).
- Lejos plugin is currently not working in Eclipse as it is not compatible with the .8.5 version of Lejos we need to use. Consider using IntelliJ as an alternative IDE if people have no preference.
- Any relevant code written, regardless of correctness, should be uploaded to the GitHub repo. Make sure that it is clear the class or the piece of code has bugs or doesn't currently work if so.
- **Next meeting – Monday (04/02/13) at 13:00 AT level 3**

Robot Construction

Finn is going to start working on the bumper for the front end of the robot. It will allow for the ball to be "trapped" by the robot whilst moving with the ball. This can be done fairly quickly (by the beginning of next week).

Communications

Finn will also start looking into the possibility of sending packets of code over bluetooth to the NXT brick rather than sending code line by line. This will hopefully reduce the chance of the robot being unable to perform a task due to bluetooth disruption.

Vision

- Mario has joined Vision for the time being and will work with Sean and Grenville.
- There are a few issues to be sorted which are flagged as issues in the GitHub repo.
- Grenville will be working on the vision system being able to ascertain the location of everything on the pitch: ball, robot, goals etc. He's looking at this being done by Monday the 4th at the latest.
- Once the vision system is able to locate everything the next thing to do would be to possibly re-tune the RGB values as currently they are set to last years specifications.
- The next thing to consider would be how to identify the orientation of the robot and then look into a Control GUI.

Strategy

- Cristina and Andrei aim to have the basic strategy code in place for Milestone 2. This would allow the robot to move to the ball.
- They will also be working on creating a simulator to test their strategies.

General Points

- Keep in mind whilst developing, optimisation is key!

- I (Areeba) will work on a class diagram for the control system. I should have this done by the end of tomorrow (02/02/13) depending on how difficult control is but it should be fine.
- Look into getting Jenkins CIS set up on the DICE machines. (one idea was to assign one person specifically to this task at some point).
- Our approach to testing the different components of our project was left until our next meeting on Monday to discuss.