Minutes for meeting on 04/02/13

Absent – Grenville

Main Points

- Strategy code is working !
- Need to get Vision system up and running with the camera feed and working with Strategy as soon as possible.

Strategy

- Structured into 3 parts – Actions (movements for milestones e.g. Dribble, GoToBall, TurnToFaceBall), Planning and Interpolation (prediction).
- One idea from Michael was to have it so the robot knows the current score whilst playing and tailoring its gameplay depending on it. E.g. If our team had a significant lead then our tactics would be to be on the defence to hold on to our lead rather than continuing to try and score goals at that point.

Vision

- Sean has been running the current vision system on the test suite and it can successfully locate the blue robot but has a few issues with picking out the yellow robot. It could just be the case that the RGB values need to be twiddled with.
- Going to start testing using the camera feed.

Robot

- The bumper for the kicker at the front of the robot needs to be tried out.
- Gary the technician has said that we can use another NXT brick if we want to build another robot to test Oily against.
- Some doubts over whether we should actually use an old robot from Gary the technician to test against. Not sure if this is breaking the rules.

Simulator

- Andrei has been looking into a couple of last year's groups simulators and concluded that Group 4's looks good but has not currently got it running so will be working on that.
- The end goal is to be able to hopefully visualise and test different strategies through using the simulator.