Minutes 11/02/13

Milestone 2 Performance Review : Wednesday 13th February at 4pm AT3

Main Problems :

- When the robot is facing the wall and the ball is located close to the wall then the robot will drive into the wall as it is not currently aware of pitch boundaries.
- A little problem when the robot is dribbling as sometimes the ball cannot be seen properly by the vision system and robot thinks of the ball as being in the last position it remembers seeing it.

Strategy :

- Need to write percepts and smart actions for Friendly on the 27th of Feb.
- Thinking about being able to calculate the best shooting position to get into whenever moving towards the ball.

Vision :

- Aiming to have the vision system feature complete by a week this Wednesday (20/02/13).
- Grenville is going to configure RGB thresholds for the main pitch.
- Need to get the integrated test suite up and running so we can feed the system a ton of different test images and roughly find optimal RGB thresholds for the main pitch.
- Set up a nice GUI.
- Frame rate – anything above 15 frames per second is good. Our frame rate currently ranges between 15-20 frames per second so don't need to worry too much about optimising that.

Simulator :

- Need to calibrate fake vision but should be up and running soon.
- Andrei needs to push what he has to Github even if it's not ready, possibly branching it.

General Points :

- Finn has fixed the robot and it can now travel in a straight line again.
- The team came to the decision to not use Jenkins continuous integration in the end.
- Dale suggested we start using a logging package (log4j) instead of using System.out.println() statements. I will be sorting that.
- Dale also suggested that we should look to have milestone 4 done by the end of next week (innovative learning).