

Minutes for meeting on 15/02/13

Absent: Mario, Finn

- Gary has fixed the yellow robot problem. The yellow plate should show up as yellow now.
- Grenville is making a Google calendar with the team's schedule up until the first friendly (27th of Feb).

Vision

Things to be done:

- Build test system and generate tests for all possible cases.
- Need to fix the orientation.
- GUI for initialising values.

Robot

- Needs a frame or something to protect it. Needs to be robust and sturdy going up against the other robo's in the friendly.

Strategy

Things to be done:

- Be able to perform all basic actions correctly and reliably.
- Need to be aware of the other robot's position and be able to move around it and avoid other obstacles when necessary.
- Need to be able to work out when and how to get into position to take an effective shot.
- Need to be able to work out when and how to get the ball if the other robot currently has it (tackling).
- Decided upon using a pre-calculated look-up table rather than a weighted percepts matrix for choosing the robot's current actions. It will use the A* search algorithm in some way.
- Thinking about interrupting strategy for emergency situations e.g. imminent collision with the other robot.

Simulator

- The simulator will be solely responsible for testing strategies (acts as unit testing for strategy system).
- Assumes vision and control are correct and will hopefully show the perfect end world state.