

Period 3: Lessons Learned

The Roarbotics, Team 19-0076

Experience Gained

The experience that we learned was teamwork, discovering new topics, including others, pursuing through times that were hard, and last but not least, having fun! When we had to work together, since we weren't getting along very well, we saw what we had in common and we worked together. We researched videos and looked at old designs for helping us work with our robot, program, documentation, t-shirt, etc. When we were in disagreements, we tried learning everyone's perspective, pursuing through our rough moments. Having fun was so easy for all of us after we went through problems. When we started our program, When we were running Sayu, the Create, the people who mainly focuses it noticed that the arm was built too heavy and the servo was too stressed. We ended up changing the claw because we realized that we didn't need as many servos as we had.

Abigaëlle Simon says, "Yeah, I did have fun in this team!"

Another quote from Jonathan Vu is, "Robotics is a very fun club, very socializing, and you can make new friends and learn new skills. Even though our team may have many disagreements, we still have fun overall."

Documentation Process

The documentation process was rough when we first started up. A lot of people in our team haven't really been in Robotics. If they have been here, they didn't really help or do anything. The veterans in our club that we were lucky enough to have in our team helped us out and gave us inspiration and advice when doing documentation. With Period 1 documentation, we had to work together and talk about what we wanted our deadlines to be and finalize our missions as much as we could. Period 2 Documentation was formidable since we didn't have a lot of progress completed with our robots when it came to running them, and we were

also pretty new to GitHub. However, we still did well on it. For Period 3 documentation, it was very easy and a wrap up of everything we have done. We have time to look over and reflect on ourselves. For every documentation, we either had one or two people asking chaperones for advice or confirmation before it was turned in, which was a good help and is a way that we use our resources.

Surprises

We had already had our original team members picked, but our coach decided to randomize the teams to be more inclusive and fair. We had some people from other teams, although the majority ended up staying. Another surprise is how many people were very new to robotics and didn't know how to do much. A lot of our 8th graders from last year moved on to high school, so we have some other 6th or 7th graders from last year. (currently 7th and 8th graders) But the thing that had us, or at least our 8th graders, the most surprised was how much people were motivated and willing to learn. It makes us happy when some of our 8th graders move on. When it came to the Botball games, we were surprised that they had newly added a Botgal!!! When it came to coding and building, we were also surprised by how fast time flew!

Advice for Future Teams

The teams that start after us, work together and respect each other. You should also try to speak up and state your opinion on whatever discussion or conflict is happening. Whatever your peers opinion is, it should be respected and listened to! People have different perspectives and thats what helps teams thrive and move on. Another piece of advice is to NOT GOOF AROUND!!!! We are really serious. Danity Valentine says, "When you only goof around, you don't get as much work done than if you were to make an equal balance of having fun and getting stuff done!!