Goals and Tasks For Botball 2023

1) Game Goals and Task

- a) Collect the ping pong balls, 02/28/23
 - i) Place pong collector right under the dispenser, 02/23/23
 - ii) Collect all the ping pongs we can, 02/26/23
- b) Clarify that everything follows the limitations of the gamebook, 03/01/23
 - i) Assign 1 or 2 people to look over the gamebook, 02/21/23
 - ii) Change anything that isn't required or permitable, 02/27/23
- c) Make sure at least two people know all the game goals, 02/24/23
 - i) Have everything planned out, 02/22/23
 - ii) Oversee that everyone agrees with these goals, 02/23/23

2) Robot Building Goals and Tasks

- a) Have the Wombat claw finished, 02/18/23
 - i) Make sure the claw is balanced and secure, 02/11/23
 - ii) Make sure the pieces are correctly placed and efficient, 2/16/23
- b) Make sure the Create claw works, 02/11/23
 - i) Oversee the claw is well balanced and weighted, 02/11/23
 - ii) The servos and pieces are working, 02/11/23
- c) Make sure the Wombat's side collector is put in, 02/15/23
 - i) Get the foam piece and cut it out, 02/13/23
 - ii) Screw in the foam piece securely, 02/13/23

3) Programing Goals and Tasks

- a) Finish the Create program, 03/7/23
 - i) Make deadlines to make sure that we are up to date, 02/28/23
 - ii) Program claw and sensor to be able to grab the cubes + botgal, 03/05/23
- b) Finish the Wombat program, 03/01/23
 - i) Program line following, 02/23/23
 - ii) Program claw and sensor mechanism, 02/27/23
- c) Make the program run smoothly and ideally, 03/25/23
 - i) Both the Create program and the Wombat program is finished, 03/10/23
 - ii) Do lots of test runs and trials, 03/24/23

4) Documentation Goals and Tasks

- a) Finish Documentation Period One, 02/18/23
 - i) Have a coach double check it, 02/18/23
 - ii) Oversee that everyone is being productive and helping, 02/16/23
- b) Finish Documentation Period Two, 03/10/23
 - i) Have a meeting to discuss what P2 is about, 03/10/23
 - ii) Have the coding team help and give information, 03/02/23
- c) Finish Documentation Period One, 03/24/23
 - i) Gather everyone's opinion on every question, 02/22/23
 - ii) Try to be as descriptive as possible, 02/22/23

5) Schedule Conflicts

- a) Parent-Teacher Conferences, 02/08/23 02/10/23
- b) President's Day Break, 02/17/23 02/20/23
- c) Spring Break, 03/27/23 03/31/23

Team Organization

6) Dates Of Meetings

Workshop: January 28, 2023 and January 29, 2023

Tournament: April 8, 2023

			February			
Sun.	Mon.	Tue.	Wed.	Thur.	Fri.	Sat.
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28				

			March			
Sun.	Mon.	Tue.	Wed.	Thur.	Fri.	Sat.
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

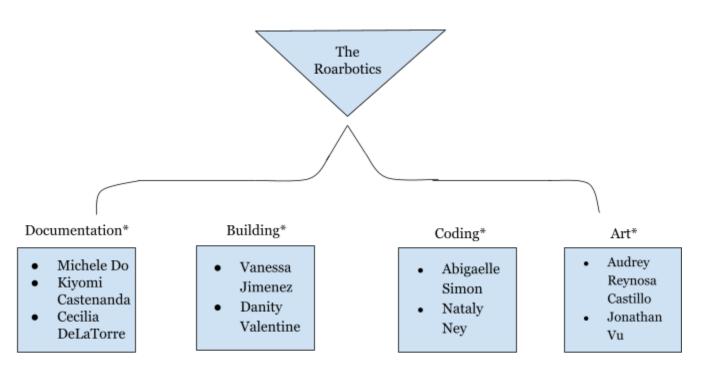
	April		

Sun.	Mon.	Tue.	Wed.	Thur.	Fri.	Sat.
						1
2	3	4	5	6	7	8



Days that we have Robotics Club meetings

7) Divisions of Labor



*: Everyone is cross trained and is capable to (at the very least) code and build a Create and Wombat

This image shows the divisions are usually split up with 2 people. As the message shows on the bottom, everyone knows how to do the basics such as coding and building. These groups were split up this

way because this is how we believed everyone would be able to work at their full potential.

8) Conflict Resolution

Our team has agreed that if any disagreements occur. Everyone in the team will handle the situation with these following ways:

- 1. Team members who are in disagreement will first try to work out what is being disagreed. As a team, we agreed to allow *everyone* to be able to express their opinions and thoughts one at a time and attempt to try out each idea.
- 2. After trying out all ideas, every member on the team votes on the best idea that was more successful and/or helpful to the situation.
- 3. However, if none of the resolutions were a success, the team will bring their problem to our coaches and ask for their help or opinions and ways to improve.
- 4. If most members like all ideas then we can improve our ideas by combining all ideas to something everyone agrees on and create a much better and suitable solution.