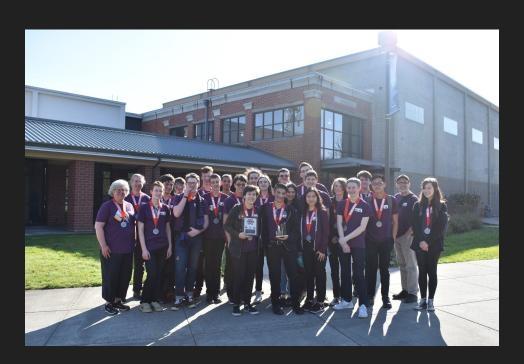


PEREGRINE

tiny.cc/peregrine2733

Who are we?

Pigmice (2733), a Portland based robotics team at Cleveland High School.



Who are you?

- Scouts?
- Scouting Leads?
- Programmers?
- Mentors?

Why do we Scout?

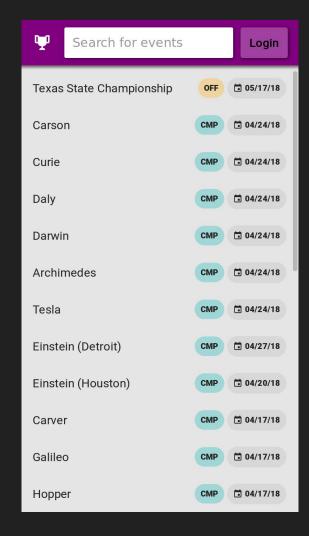
- Observing and recording teams' behavior
- Gain insights about other team's' performance
- Improve alliance selections
- Helpful for Drive Teams

Why a Scouting App?

- Inconvenient, hard to manage, disorganized
- Eliminate manual data entry
- Makes data easy to understand
- Reduce bias in alliance selection
- Paper scouting isn't hip or fresh or cool

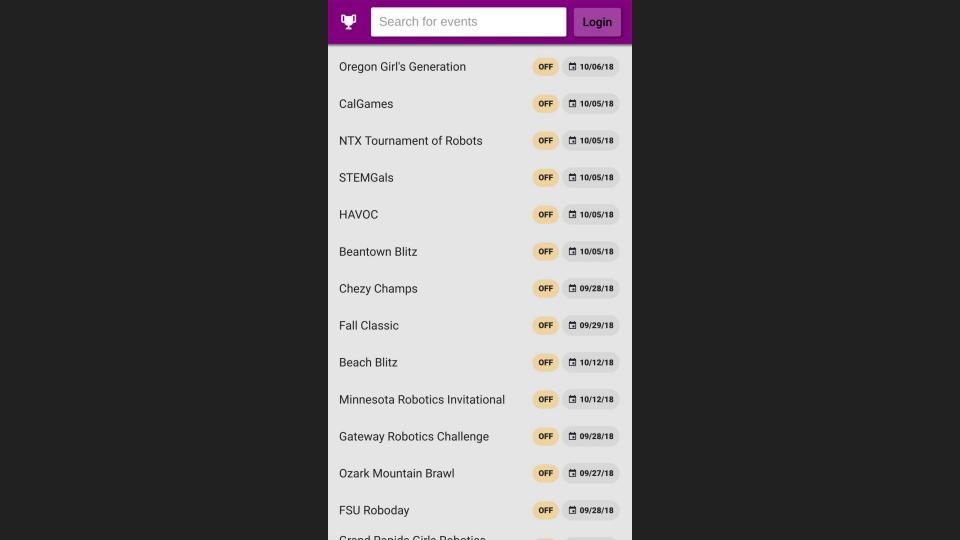
What did we do?

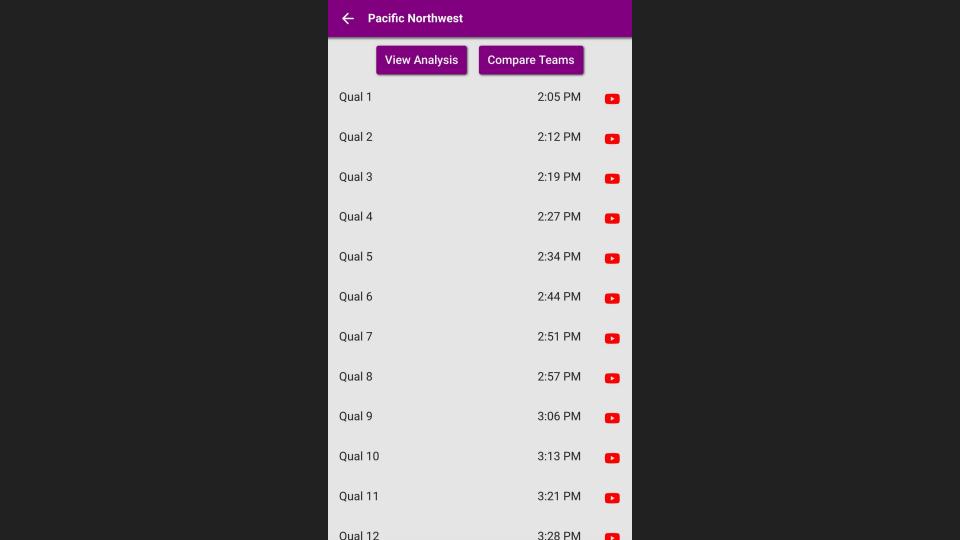
We built a scouting app designed to solve problems with low tech scouting methods such as paper scouting last year. We're working on an improved second version this year.

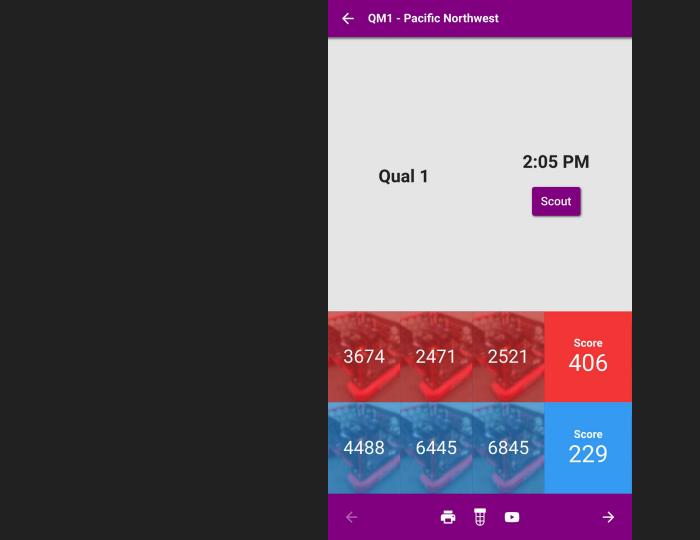


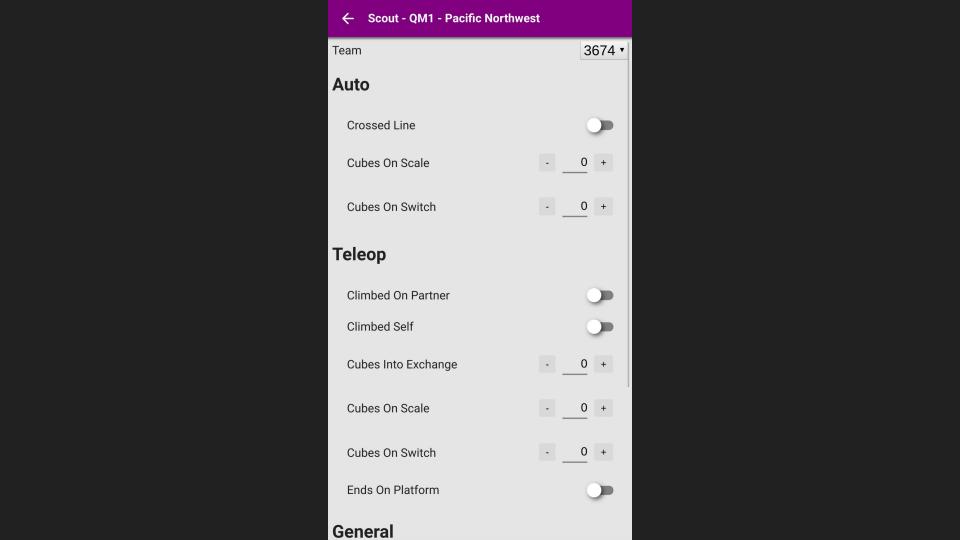
Timeline

- November 3, 2017 Initial Project Started
- April 29, 2018 Development Ended
- July 17, 2018 V2 Project Started
- Bunnybots (Dec. 23) V2 Completed
- 11:28 last night most recent commit







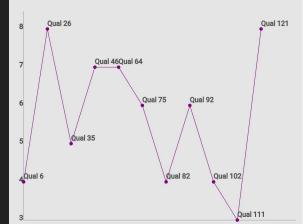


Live Demo!

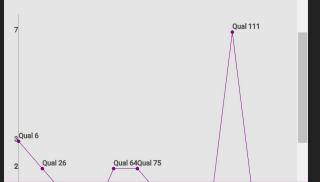
Enough tell, let's show!







Teleop Cubes On Switch





How we built it

Backend

- Go
- PostgreSQL
- Docker
- DigitalOcean

Frontend

- TypeScript
- Preact
- Progressive Web App (PWA)
- Offline data storage
- Netlify

Why are we Rewriting?

- Allow other teams to use the app without hosting it themselves
- Better user experience
- Better data analysis
- Easier deployment/hosting

Questions?

Backend: https://github.com/Pigmice2733/scouting-backend

Frontend: https://github.com/Pigmice2733/scouting-frontend

New App: https://peregrine.ga/

Current App: https://pigmice.ga/

Presentation: https://goo.gl/3Xyex7

Email thepigmice2733@gmail.com for help setting it up