Cycle 1

Team Cerebral

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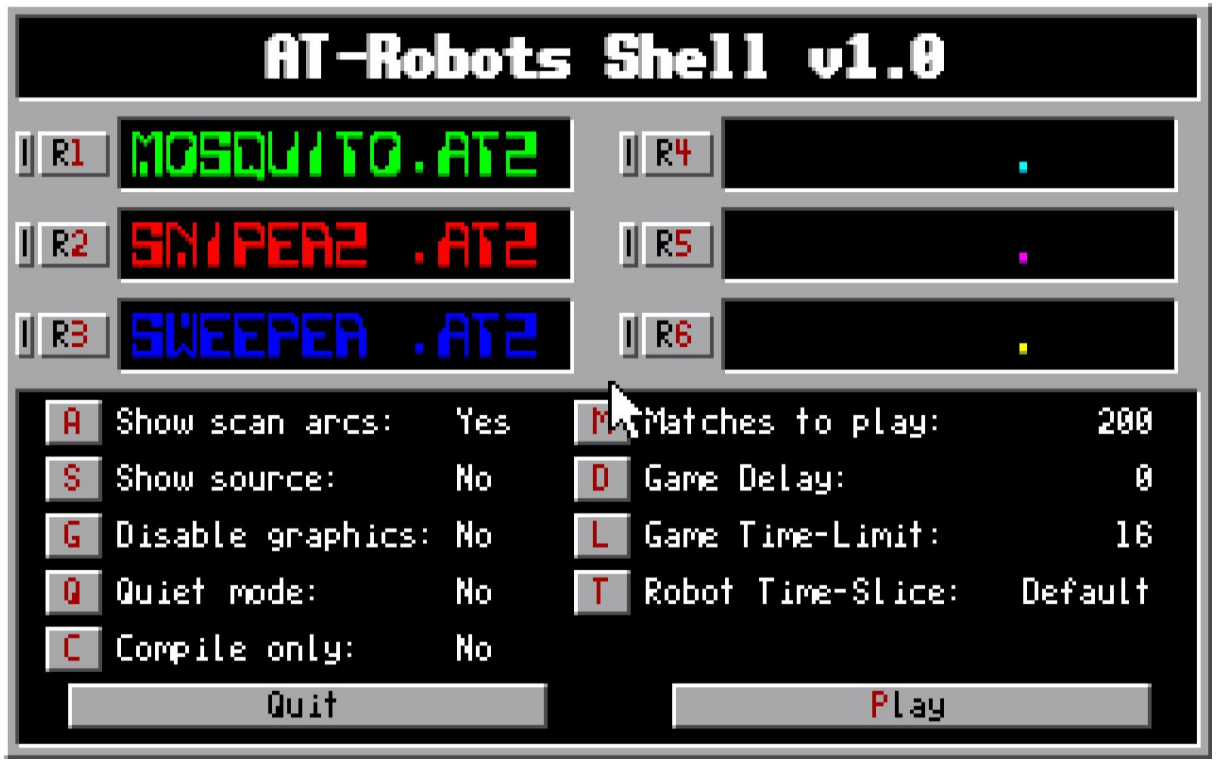
Introduction

- Our team's goal is to port the classic competitive robot game, ATRobots, to modern operating systems with a more advanced and evolved interface.



Plans

Original:

- Have non-graphical matches working in ATRobots
- Decoding locked robots for our ported ATRobots
- Implement working ATRLock code into GUI

Modified:

- Get as many functions done as possible for ATRobots
  - Only port/work on most important functions we need for basic ATRobots functionality

Features

What we have functioning:

- ATRLock program with GUI for browsing for robot files
- Moving Shapes Demo using QT Creator
- Majority of ATR2 non-graphics related functions ported to C++

What we didn't accomplish yet:

- Final few ATRobots functions (scan, com_transmit, com_receive, out_port, do_missile)

Tools and Process

- ATRobots was split by function
  - Completed major functions (compile, parse1, execute_instruction, do_robot, all initialization functions, most functions from ATR2Func)
  - Only 7 non-graphical functions left to port, expected to be done by Cycle 2
- We discovered our ATRLock didn't lock properly on Mac and Linux machines
  - Line endings were incorrect, unreadable by DOS ATRobots

Basic Moving Shapes Demo

- Moving drawn shapes demo
  - Moves a simple shape around the window using the arrow keys.

ATRLock - Demo

- ATRLock Program demo
  - Locking robots
  - Running locked robots in ATRobots
  - Decoding robots

Future Plans

- Finish non-graphical matches
  - Run ATR2 in Command Line and see match results.
  - C++ Functions currently compile error free, but do not yet yield desired results.
- Robot graphics demo
  - Display working graphics for the ATR2 Graphics functions.
  - Finish graphical matches