

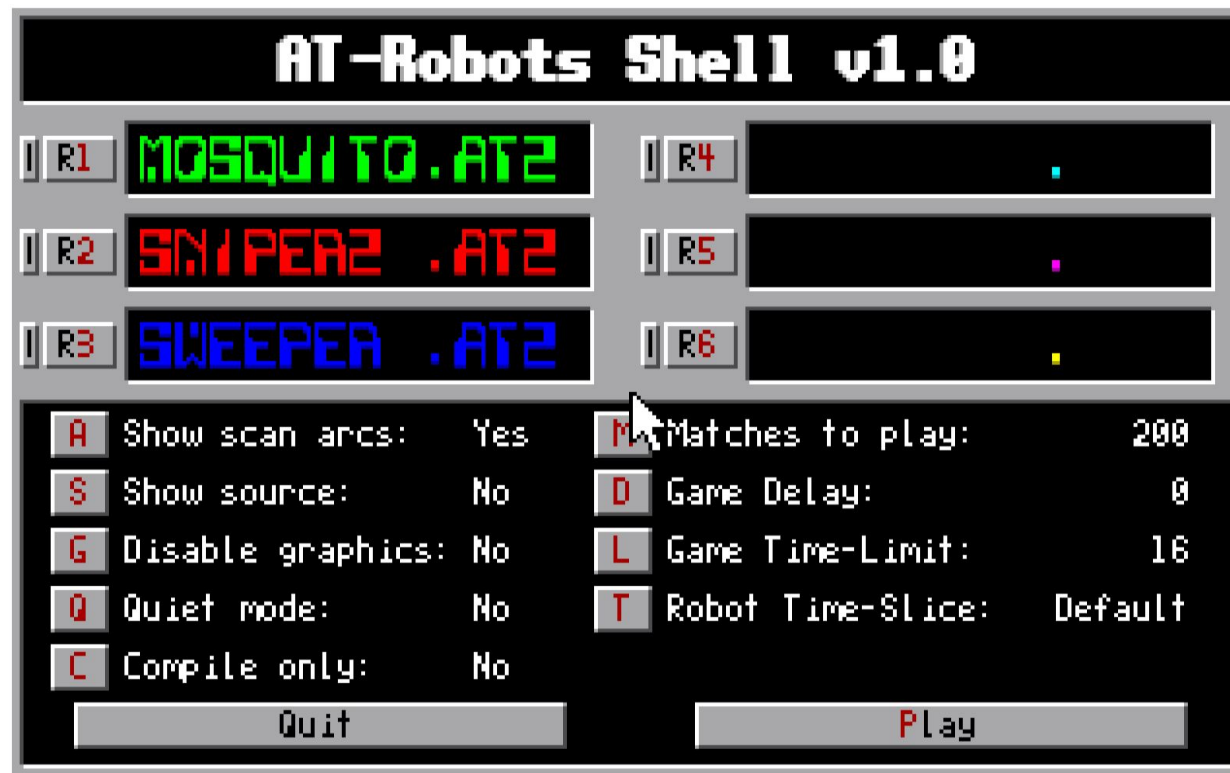
Cycle 2

Team Cerebral

Conor Ahern, Connor Schultz, Matt Frosini, Nick Spina

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 graphical matches working in ATRobots
- Test robot files and fix robot instructions that aren't working

Now:

- We have working graphical matches
- We have tested 16 out of 23 robots
- We have a working ATROBS GUI

Testing Robots

CIRCLES.AT2 - 100%

✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
✓ ~~~~~

INDIRECT.AT2 - 80%

✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
☐ ~~~~~

RANDMAN3.AT2 - 100%

✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
✓ ~~~~~

RAMMER.AT2 - 80%

✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
☐ ~~~~~

SDUCK.AT2 - 100%

✓ ~~~~~
✓ ~~~~~
✓ ~~~~~

SNIPER.AT2 - 50%

✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
☐ ~~~~~
☐ ~~~~~
☐ ~~~~~

SNIPER2.AT2 - 50%

✓ ~~~~~
✓ ~~~~~
✓ ~~~~~
☐ ~~~~~
☐ ~~~~~
☐ ~~~~~

CIRCLES.AT2 - 100%

- ✓ Hits boundary without going off the screen
- ✓ Moves in a circular pattern
- ✓ Scan lines being drawn
- ✓ Shoots when a robot is within scan lines

RAMMER.AT2 - 80%

- ✓ Starts in a random position
- ✓ Starts out with turret in either front or back
- ✓ Moves in a counterclockwise circle until it finds a robot
- ✓ Locks onto robot once it finds one
- ❑ Moves in 100% of the matches

RANDMAN3.AT2 - 100%

- ✓ Starts in a random position
- ✓ Stops at boundary
- ✓ Scanner moves in clockwise rotation
- ✓ Moves in random direction then turns after a couple of seconds

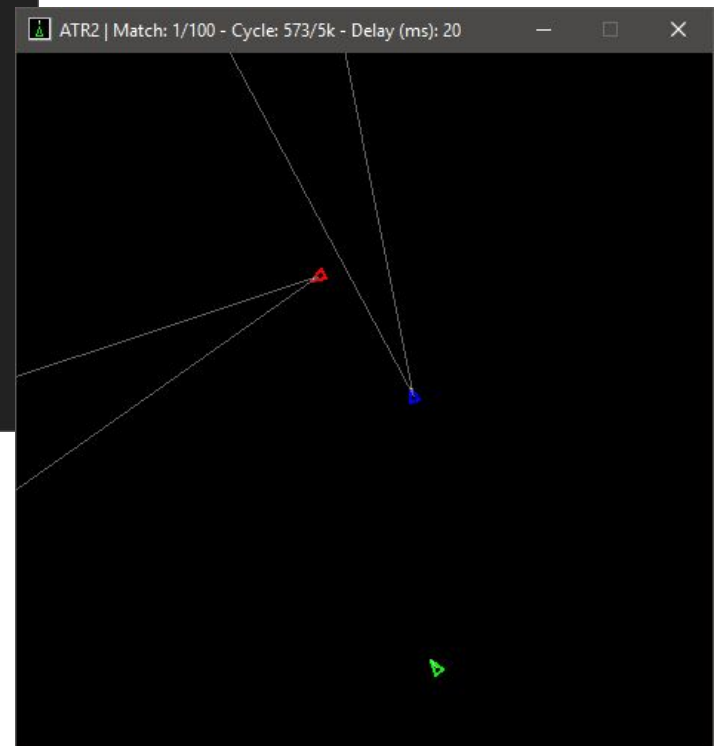
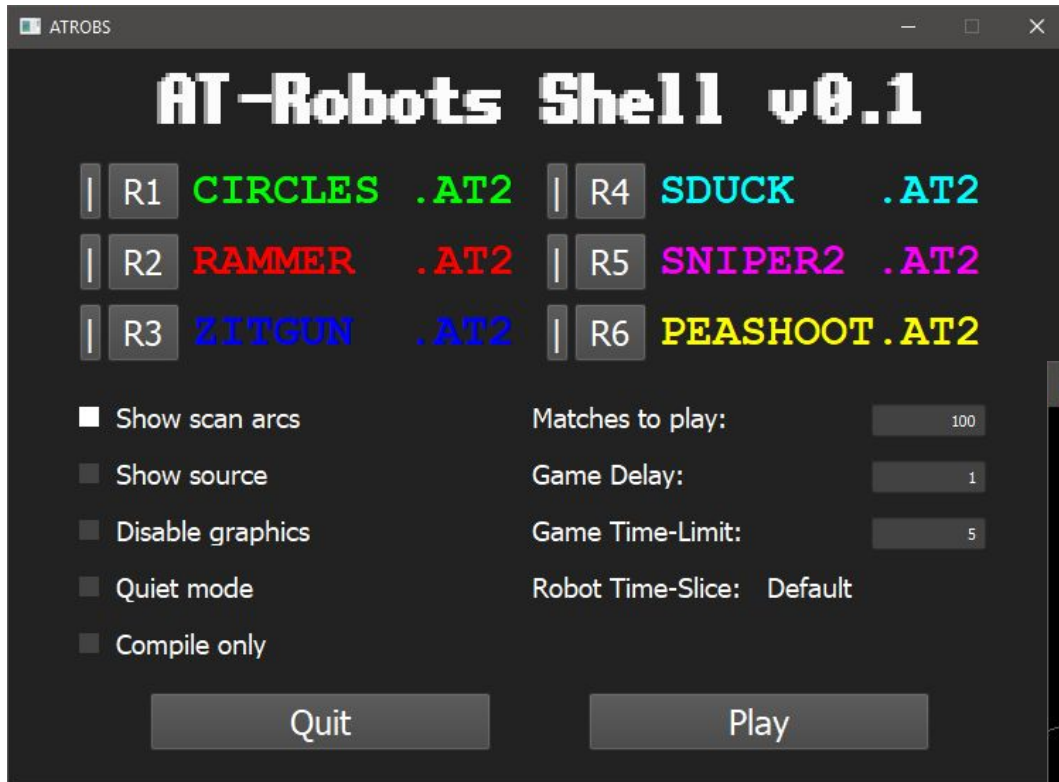
ATR2Func - Tests & Process

```
C:\Users\conor\OneDrive\Documents\CS370\CS370-ATR2-TEST\cmake-build-debug\uCase.exe
test.          --> TEST.
  TEST.        -->  TEST.
TEST           --> TEST
!@#%$%^&*()   --> !@#%$%^&*()
test test.     --> TEST TEST.
TEST TEST.     --> TEST TEST.
abcdefghijklmnopqrstuvwxyz --> ABCDEFGHIJKLMNOPQRSTUVWXYZ
ABCDEFGHIJKLMNOPQRSTUVWXYZ --> ABCDEFGHIJKLMNOPQRSTUVWXYZ
,./<>?:;'[]{}|-=_+ --> ,./<>?:;'[]{}|-=_+
hello world    --> HELLO WORLD

10/10 tests successful!

Process finished with exit code 0
```


ATR2 - Demo



Future Plans

- Robot explosions
- Fix remaining robot instructions
- Mines
- Info “sidebar” for graphics
- Sound