Agile User Story

The shapes are placed on the white paper by the shape placer (The instructor). The student starts the C# program and the Arduino program. The C# program turns on the camera. The camera sends the image to the computer. The computer identifies the shapes and location. The computer calculates the angles required to have arm reach the shape. When arm reaches the shape magnet is turned on. Shapes are moved back to the proper stack. The robot arm keeps finding shapes and picking them up and moving them to the stack until all shapes are picked up. Then the student stops the C# program and the Arduino.