

Software Development Project Sprint 4: Presentation



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TEAM MEMBER ROLES



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- ❑ Andrew McGovern: Subject-matter Expert, Team Programmer, Test Plan Manager
- ❑ Kristina Shaw: Team Manager, Product Communicator, Video Manager
- ❑ Michael Ivanicki: Algorithm Manager, Device expert, Video Manager

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CHALLENGES WE FACED



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Relating to Team Activity

- ❑ Room availability and crowding
- ❑ Scheduling

Relating to the Project

- ❑ Video size uploading to github
- ❑ Alignment of the robot before a run
- ❑ Robot losing charge quickly

WHAT WE LEARNED



WHAT WE LEARNED ABOUT WORKING WITH OTHERS

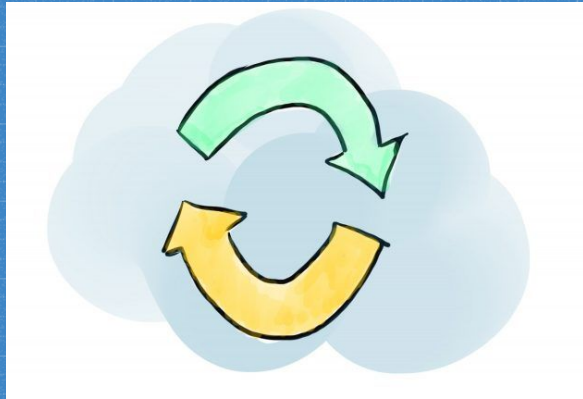
- ❑ Collaboration can be difficult because of time, communication, etc.
- ❑ Crowded workspaces can be frustrating
- ❑ Teamwork is necessary in all parts, multiple members should be working together on each part instead of splitting it up

WHAT WE LEARNED ABOUT PREPARATION

- ❑ How much preparation and steps there are before actually getting to the code
- ❑ The code needs to be precise and exact
- ❑ Little issues (alignment, decimals of numbers in the code) make a huge difference

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WHAT WE WOULD CHANGE

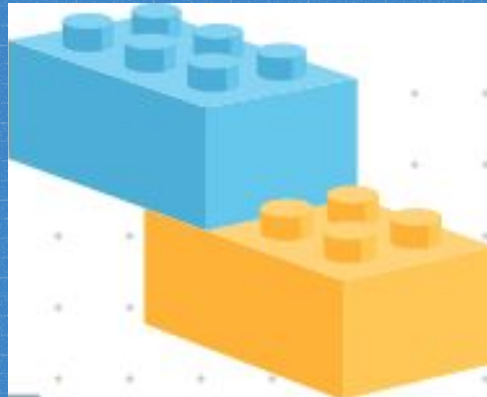


WHAT WE WOULD CHANGE

- ❑ Not much to change, project for the most part ran smoothly, we worked well together and used our strengths
- ❑ Trying to find a time where it was less crowded to get the work done more efficiently
- ❑ Charging the robot before meetings instead of during meetings

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SPRINT 3 CODE AND VIDEO



SPRINT 3

BLOCK CODE

