Sprint 4 - Triathlon Performance

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Challenges

- We had a difficult time figuring out the best block code to make it as accurate as possible, since the robot seemed like it took a different path each time.
- Finding a good schedule for all of us to meet.
- We had problems with the system design document trying to achieve all the requirements.

Roles of Each Member

- Mark: Block coding for each sprint, tested the robot.
- Michael: Managed GitHub, created algorithm.
- Sophia: Focused on the system design document, created flowchart.

What we have learned about software engineering

We learned that software engineering is more than just making a program and running. There are a lot more steps in the software engineering process than using code and software. We learned that software engineering is a much broader field that also works on how you manage the product, and the technical and business process of making software system.

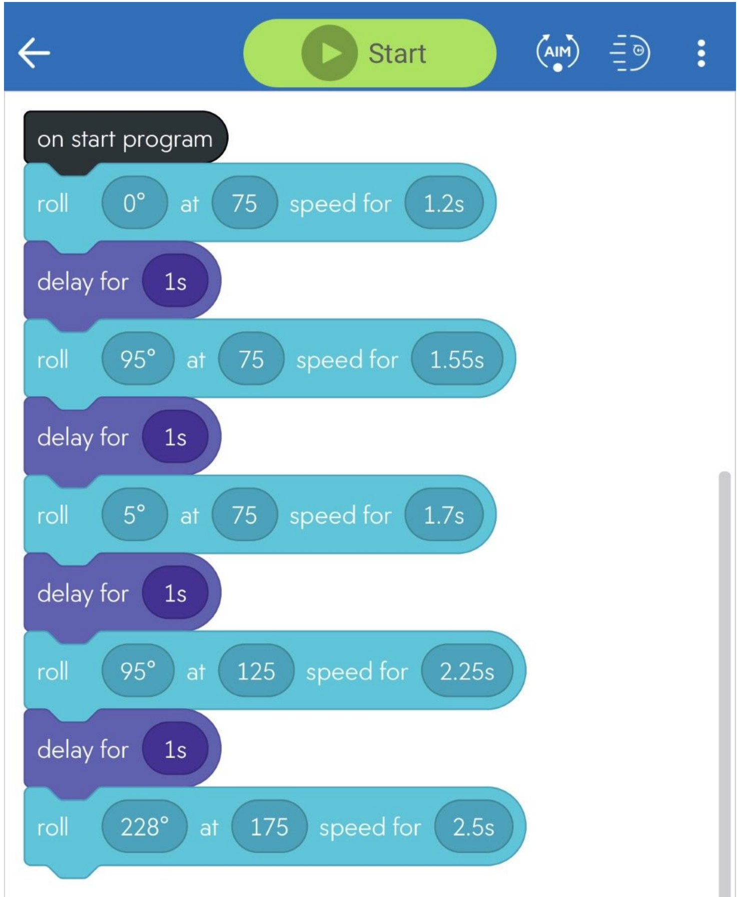
A good programmer recognizes a task or subtask and plugs in the solution

- Analysis and specification phase: analyze and specification
- Algorithm development phase: develop and test algorithm
- Implementation phase: code and test algorithm
- Maintenance phase: use and maintain

What you would do differently

- Organize our time better.
- Check the details before submit it (Sprint checklist).

Block Code for Sprint 3 - Agility



```
on start program
roll 0° at 75 speed for 1.2s
delay for 1s
roll 95° at 75 speed for 1.55s
delay for 1s
roll 5° at 75 speed for 1.7s
delay for 1s
roll 95° at 125 speed for 2.25s
delay for 1s
roll 228° at 175 speed for 2.5s
```

Video of Sprint 3 - Agility

https://youtu.be/ivewX3_qDPo