**What people wanted to do:**

**AJ:** EasyC, I2C

**Nate**: Collector Design, Side Plates, CAD (geometry and fabrication)

**Alec**: t-shirt designs, lobf algorithm, getting isaac and AJ to work togeather

**Spencer**: cohesive team operation, Block collector

**Shanti**: community cohesiveness

**Maddie:** outreach video, chassis in CAD

**Isaac**: I2C, EasyC, Modular Autonomous

Playing the Game / Team Dynamic

Game Overview:

* How we play the game and why

Team Cohesiveness: Shanti, Spencer

* how our team works; team structure

Say our names: Everyone

* Something that differentiates us: not just the boring shit. Talk to joel.

Programming

I2C: Isaac, AJ

* Architecture overview
* How it helps us use the autonomous better

Autonomous : Isaac, Alec, AJ

* how we worked as am group
* iterations, modular autonomous
* How it helps us play the game better

Building

EasyC: Isaac, AJ

* Architecture overview
* How it helps us do the building better

CAD: Nate, Maddie

* Rapid prototyping abilities
* How it lead to arm mounting and four bar
* Why it makes us a better team

Block Collector: Spencer, Nate

* Why this design
* Extensive testing and what we learned
* Final changes that we made
* How it helps us play the game better