Robocup 2013 and Deadlines

To briefly recap some things, Robocup 2013 takes place June 24-30th. We'll be able to cover most of the travel costs, but you'll be expected to contribute to some of the costs. Right now, we mostly want to know what you're thinking about and to keep it on your mind. To those we haven't spoken to yet, I'll e-mail individually to start off a discussion.

For the competition, we need to submit a video by February 28th, which means we need to fix vital errors sometime before then, and have an all-team meeting in which we take video.

IAP Goals

1. *Acceleration (over IAP)* - at the last all-team meeting, we noticed that the robots sometimes shut down in the middle of a play. It is probably due to an overdraw of current when the wheels' motors accelerate too quickly. We plan on making some firmware changes to limit the acceleration. As the robots can't sustain movement with this problem, this is the most critical error to fix for the video.
2. False BB Triggers (Feb) - make it more kickable
3. Debugging - we have some boards that need debugging

EE-CS Meeting

Based on replies to Rui's doodle, we'll have a **meeting with CS this Thursday 6-9**, and it'll take place of the Sunday meeting. We'll **meet at 77 mass ave at 5:30 to head over**. For the meeting, we'll test some of the acceleration fixes you guys make and synchronizing the kicking. Around 8 we'll order food.

Accleration Tinkering

We also suggested it might be a problem of the batteries, rather than the firmware, since some robots shut down less often than others. Another thought was to buy new, stronger batteries, so that our robots can last longer, do more things, and maybe prevent this shutdown error.

I believe, David added something to the main loop so to limit the change in speed in each loop iteration. This might need to be tinkered with so that the the change in speed is limited every N or so loops. More testing is needed. I believeeeee Ben is keeping track of what the previous speed was and changing the speed accordingly. If you guys have any more ideas, feel free to tinker or ask questions!

We tried to replicate the shut down by running to robot on a suitcase (long story), but couldn't replicated the problem.