

11/13/2024

Research Vessel and Sharks and Minnows Timetable

Item	Assigned To	Due
Buy Foam, Steppers, Toy Shark and Coffee Table	Soeren	Wednesday
Make Ship Foam Blocks <ul style="list-style-type: none"> • 5 blocks that go Left/Right • 5 blocks that go Up/Down • 2 blocks (1 pair) that make a 2x loop • 2 blocks (1 pair) that make a 3x loop • After 1st block, go to the fence to test the fit • Paint them • Talk to Carla and Roberto on best Apriltags 	Matt, Chris, Carla, Roberto	Wednesday - Thursday
Make Ship + Sub <ul style="list-style-type: none"> • Acquire steppers • Ship should travel Left - Right • Ship contains winch that lowers sub • Ship should be stable and not knock over 	Soeren, Medha	Wednesday - Saturday
Code Block Detection <ul style="list-style-type: none"> • Take one Left/Right, one Up/Down, one Loop foam block to use as testing. • Create code that reads the order of blocks and direction they represent. 	Carla, Roberto	Thursday - Sunday
Create Shark <ul style="list-style-type: none"> • Large LED eyes that turn green and red. • OpenMV camera mounted upright • A large button that 	Matt, Chris	Friday - Sunday

<p>represents “winning” - if the kid makes it to the end without getting caught, they mash the button.</p> <ul style="list-style-type: none"> Laptop power OK 		
<p>Code Ship Movements</p> <ul style="list-style-type: none"> Take the completed ship and make it move left, right, raise and lower sub. Ship should calibrate by bumping against the fencepost after every round. 	Carla, Roberto	Friday - Monday
<p>Code Shark</p> <ul style="list-style-type: none"> Code the Sharks and Minnows Game 	Matt, Chris	Sunday
Create Sharks and Minnows XL foam blocks with XL apriltags	Soeren	Sunday morning
<p>Create command center</p> <ul style="list-style-type: none"> Using the coffee table, secure Shark/shark camera, Shark button, Ship Camera, ship button, and laptop. 	Medha	Monday
Test test test	Everybody	Monday - Tuesday