



Sprint 4 - Presentation

By Nathan, Sahmi, and Camryn

Block Code Endurance

on start program

fade from  to  over 2s

speak READY, SET, GO!!!! and wait

roll 0° at 100 speed for 6.69s

stop

delay for 2s

roll 90° at 100 speed for 3.71s

stop

delay for 2s

roll 180° at 100 speed for 6.69s

stop

delay for 2s

roll 270° at 100 speed for 3.71s

stop

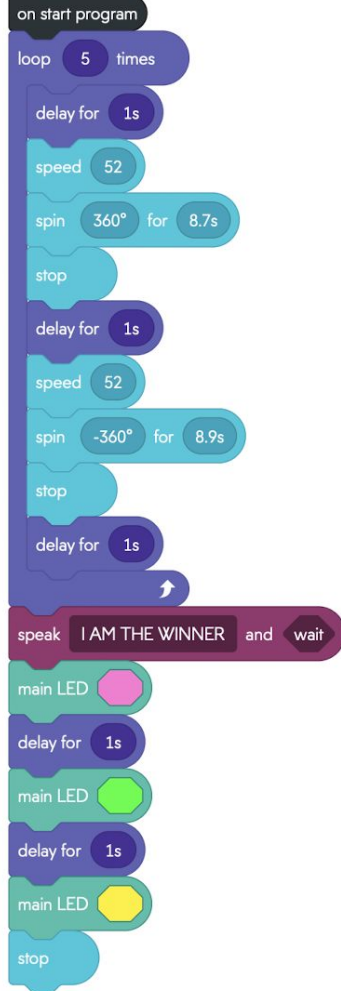
delay for 2s

fade from  to  over 2s

speak I am done and I need water and wait

stop

Block Code Accuracy



on start program

roll 0° at 40 speed for 2.4s

delay for 2s

roll 90° at 40 speed for 2.65s

delay for 2s

roll 0° at 40 speed for 2.8s

delay for 2s

roll 90° at 230 speed for 1.5s

stop

delay for 3s

roll 223° at 210 speed for 3.4s

stop

Block Code Agility



Roles of each team member:

Sahmi

Software Design

Creates code, takes measurements, creates algorithms, and has the lead on making sure the robot follows the correct procedures.

Nathan

System Design

Provide all details concerning the technical design, staffing, coding, and testing the system

Camryn

Project Manager

Receives and gives instructions, suggests changes that should be made to better the tests. Filled out Gantt chart and project summary.

Challenges we faced:

- ❖ Having the robot stop directly where it needed to be
- ❖ Keeping up consistency: sometimes the robot would move correctly the first try but mess up the second
- ❖ Having open time to meet up and work on the project

What we have learned about Software Engineering:

- ❖ It's important to work as a team
- ❖ The coding will not be close to perfect on the first few tests
- ❖ It takes a lot of tests and changes in order for code to be anywhere near perfect

What we would do differently:

- ❖ Change the floor surface
- ❖ Find more chances to meet up and work