SDP Group 7 Team Preformance Review 1 - February 2, 2012

Name	Matric No	Score	Comments
Wiktor Brodlo	s0927919	3	Did some construction work and identified potential problem with motors
David Fraser	s0912336	6	Mainly administration work, setting up issue trackers, etc. Did work on the rebuilds of the robot
Radoslav Gabrovski	s0951580	9	Worked on both vision and the construction of the robot. Wrote a different thresholding technique for the vision system
James Hulme	s0901522	6	Refactored much of the old code we used as a base for the vision system. Improved the GUI from old system.
Dale Myers	s0942590	6	Refactored much of the old code from last year we used for vision system.
Laurie Picken	s0903587	6	Worked on the construction of the robot and has been involved with much of the preplanning for strategy
Darie Picu	s0935756	6	Worked on the robot mainly, participating in the various rebuilds of it.
Tomas Tauber	s0943263	9	Did major refactoring of both the control and the vision systems. Also produced the ant files which we use to build the systems.
Christopher Williams	s0955088	6	Has been planning for the strategy systems for the upcoming milestones and friendly matches

Good things - The base functionality for the vision system is just about finished - two weeks ahead of schedule. The main work of the vision system from now on will be mainly tuning work. A lot of the preplanning for the strategy is also going ahead with systems starting to get implemented, well before we need it.

Things to improve - Some lack of interteam communication caused some problems with the robot being rebuilt. The robot was rebuilt too many times but we feel that the current build of the robot will not change much from now on due to what we learned from the previous rebuilds.

Goals for next Milestone - Our goals for the next milestone are to have have a working strategy system that can or will be close to handling a match situation including collision avoidance. Vision system should have a testing system that will allow us to measure its accuracy and make improvements to it. We hope to have a working simulator in order to test strategy and avoidance systems.