

Lab Report 7

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Summary: Hours spent: 7.5

A situation arose that required me to restart an entire project Sunday when I had planned to work on a different entire project after working on the lab some. I am sorry that I was only able to put the minimum hours this week. With limited hours I still made good progress. My work log is as follows.

Sunday: (1.5 hrs) Today I made some changes that did not amount to a fix of my rotation crisis. So instead I prepared for the week by slowing down my robots speed and setting up print statements to see exactly what is going on in the numbers other than the velocity callback.

Tuesday: (1 hrs) Reading output values. I widened requirements for it to stop spinning. Works sometimes. My robot now sometimes drives diagonally.

Thursday: (2 hrs) Every run is different now, sometimes my robot can go the length of the wall, other times not. It goes the length of the wall though!

Friday: (3 hrs) So after finally having a fresh mind I studied the way my old robot worked. I had a similar error with not picking up on camera objects while rotating. I fixed that by slowing down my rotation when I am near the intended rotation! I have set a statement that makes up for the velocity callback and allows my robot to leave the rotational state. My robot can go the length of the first 3 walls, while rotating in each square. Though it is not pretty and rotates twice at the end of each wall.

Next Week:

I plan to be back to my normal hours of work for next week. I really want to get my robot working smoothly throughout the map, I keep progressing but I just need a huge breakthrough to speed it up! I also will be asking Justin for some more advice on getting the camera set up for when I want to implement that.