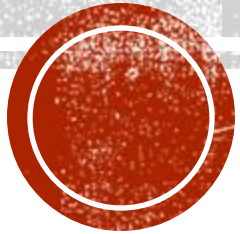
SPRINT 4 - PRESENTATION

By: Trey H, Flavia D, & Trey P



CHALLENGES FACED

- Going over the certain speed and angle the robot should go in.
- In sprint 3, not hitting the objects and going over the ramp.
- In sprint 2, having the robot to go in a perfect circle every time.
- Meeting up: 2 of us have spring sports and 1 commutes from home

ROLES OF EACH TEAM MEMBER

Trey H: Robot block code, robot video, system design document

Flavia D:
Algorithm, flowchart, system design document

Trey P: Gantt chart, system design document

WHAT WE LEARNED

- There are many different ways in completing these sprints
- Some are more efficient than others
- It takes time to find out the best way to execute the work.
- In order for the code to work you must do the specific tasks that are needed

WHAT WE WOULD DO DIFFERENTLY

- Give ourselves more time to complete the sprints.
- Meet up more to complete the sprints.
- Organize our plan on a schedule that fits for all of us.

SPRINT 3 BLOCK CODE