

Period 1 Project Plan

Goals and Tasks for Botball 2016

Game Goals and Tasks

Goal: Have team review and understand the game rules and scoring documents

Tasks:

- Deadline January 23rd—Hold team meeting to claim and annex work space
- Deadline January 23rd—Hold team meeting to gain wireless access

Goal: Hold team meeting to come up with and decide on game strategies

Tasks:

- Deadline January 30th—Hold team meeting to annex poster paper to draft strategies
- Deadline January 30th—Hold team meeting to ensure full team understanding of all strategies suggested
- Deadline January 30th—Team board Hold team meeting to conduct vote on game strategy

Goal: Hold team meeting to build practice game board

Tasks:

- Deadline January 23rd—Hold team meeting to gather supplies from official team storage room
- Deadline February 6th—Hold team meeting to watch teams 161 and 162 construct game board

Robot Building Goals and Tasks

Goal: Hold team meeting to review parts and create prototype designs

Tasks:

- Deadline January 30th—Hold team meeting to locate and set up official Botball computer to store documents on
- Deadline January 30th—Hold team meeting to draw out prototype designs

Goal: Hold team meeting to start construction of robots

Tasks:

- Deadline February 13th—Hold team meeting to split teams into groups based on which robot they will work on constructing
- Deadline February 20th—Hold team meeting to complete development of ideas chosen during the ideas program

Goal: Hold team meeting to complete construction of both LEGO and create robot

Tasks:

- Deadline February 16th—Hold team meeting to select design that performs best
- Deadline March 13th—Hold team meeting to make final corrections to chosen design

Programming Goals and Tasks

Goal: Hold team meeting to create test program

Tasks:

- Deadline February 20th—Hold team meeting to set up cameras for colors
- Deadline February 25th—Hold team meeting to create coding logic, then functional code

Goal: Hold team meeting to test programs

Tasks:

- Deadline March 6th—Hold team meeting to upload programs to wallaby
- Deadline March 13th—Hold team meeting to run programs

Goal: Hold team meeting to finalize programming

Tasks:

- Deadline April 6th—Hold team meeting to complete program values
- Deadline April 17th—Hold team meeting to test programs and confirm that they meet time constraints

Documentation Goals and Tasks

Goal: Hold team meeting to complete and upload 1st document

Tasks:

- Deadline February 20th—Hold team meeting to construct ideas from team ideas session
- Deadline March 23rd—Hold team meeting to correct any misconceptions drafted in the rough draft of the documentation
- Deadline March 25th—Hold team meeting to review, update, and upload period 1 document

Goal: Finish and upload 2nd documentation

Tasks:

- Deadline April 10th—Hold team meeting to correct updates to programs at meeting
- Deadline April 10th—Hold team meeting to track edits to robot design
- Deadline April 15th—Hold team meeting to review, update, and upload 2nd document

Goal: Finish and upload 3rd documentation

Tasks:

- Deadline April 22nd—Hold team meeting to complete and upload 'Lesson Learned' assignment
- Deadline April 22nd—Hold team meeting to ensure survey completion

Scheduling Conflicts

- Spring break (March 28 – April 8th)
- End of quarter testing (March 27th)
- A student's birthday party (March 22nd)

Team Organization

Meeting schedule

All meetings are marked in yellow, and all Monday and Wednesday meetings are from 6-9 PM, Saturday meets are from 1:30 to 4:30 PM. Region workshop was February 20 and 21. Region tournament is on April 23. On April 27, we will have a feedback session to review our effort and decide if we will go to GCER.

February 2016						
◀ January						March ▶
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	Notes:				

March 2016						
◀ February						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	Notes:	

April 2016						
◀ March						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Division of Labor

Ragini Balachandran – Builder
Elan Naidack - Builder
Alex Mack - Documentation
Michael Bock - Programmer
Jacob Barats - Programmer
Devin Frost - Documentation
Nick Bolatto - Builder

Conflict Resolution

- 1st stage is to ask the team members to try to reach a resolution making sure that each member has equal opportunity to speak to ensure fairness.
- Should that fail, ask team leader to decide between teams or in case that the team leader is partial to one of the sides bring it to a vote.
- As a last resort, ask Post leader Bob Ekman to decide. This is to be used immediately if the conflict is between teams.