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PROJECT 3: TEAM ORGANIZATION EVALUATION

As with Project 1 and Project 2, Team 10 decided to keep its original organization for Project 3. This organization divided the project into six main divisions (Design, Hardware, Software, Testing, Management, and Presentation). Design and Presentation are team tasks, while the other four are each assigned to two group members. After completing Project 3, we've decided that the organizational structure of the team is more than sufficient and works quite well. In instances where one team member was unavailable (mostly due to projects in other classes being due), the other member assigned to that task picked up for him. We feel that our organization works great and would continue to use in on future projects.

One suggestion for change that we originally wanted to incorporate was the addition of more milestones, with each milestone having a corresponding demonstrable goal (i.e., driving straight, locating cubes with the CMUCam, etc.). For the most part, we were successful in meeting our goals up until the turning accurately task. The problems associated with this task caused a cascade of delays in the subsequent milestones. As a result, we ran out of time to implement finding new destinations, re-aligning using the destinations, and using the CMUCam to track targets. We are still puzzled as to the root cause of the inconsistencies experienced in turning. All else remaining the same, we feel we could have accomplished all of our milestones. However, no project will always have high quality components and the only way to alleviate some of the last minute tension we experience in this project would be to make the hardware phase and software phases shorter and extend the testing phase to at least a week.