

Post-Mortem – Duel on the Delaware
14-October-2009

What worked well:

- Awesome Human Player!! (thanks, Matt)
- Dewbot had few points scored on it
- No breakdowns (with some question on drive-train last match)
- Great defense
- Made it to semi-finals
- Autonomous works well and is effective

What could we have done better:

- Scoring!
- Collecting and delivering Empty Cells to the Airlocks. We can do this, but it takes forever. Slowest step is picking up the Empty Cell from the floor. Shooting the Empty Cell into the Airlock resulted in (at least) two misses where we shot the Empty Cell off the field. Ouch!
- Too much manual control (point debated)
- Diplomacy. Making friends. We ranked middle of the pack at the end of qualifying matches and were selected dead last.
- Training!!!!
- Cheer for team (or something like that)
- Analyze and develop tactics more rigorously. Train towards these tactics.

Actions:

- Training
- Fix potentiometer
- Work on improved Empty Cell delivery system (Jon)