

Super Scout 2019 Documentation

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Congratulations! You have been selected for the role of Super Scout. Your task is at the same time quite difficult. During matches, you will be watching all three robots on one alliance, and ranking each based on a variety of datapoints. The data that you collect will give our strategists a valuable look into the more qualitative values of the alliance, helping us to pick the best robots for elimination matches. The goal of this documentation is to give you, the Super Scout, a detailed view into the different parts of the app, and help you understand each one as best as possible.

Just as a rule:

An underlined and **bolded** line signifies a page.

Ex. **The Teams Page**

A **bolded** line signifies the name of the specific piece of that page.

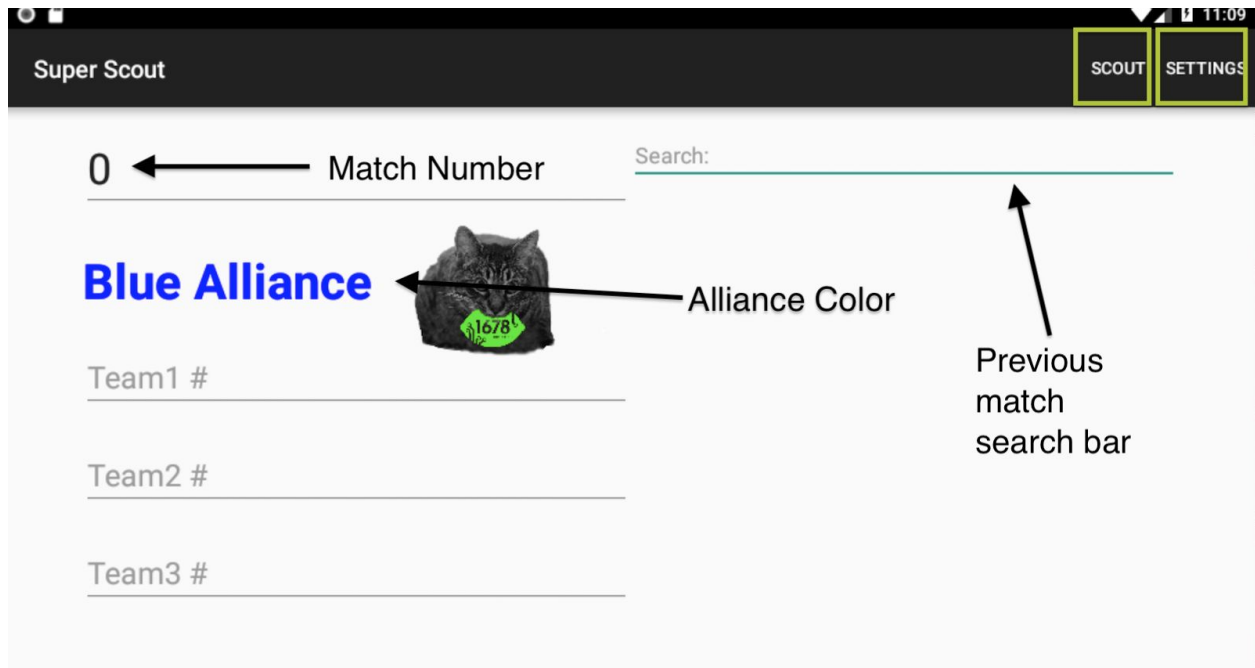
Ex. **Team Numbers**

Notes are helpful pieces of information that help you to understand the app.

Ex. **Note:** Good job on reading this part!

The Teams Page

The first page that you will be greeted with upon opening the app for the first time will be the **Teams Page**. (Figure 1.1)



The **match number** is displayed in the top left, and will automatically update whenever you finish a match.

Note: In the case where assignment is *not* working, you can override the match and team numbers. You'll find out where you can do this in a little bit.

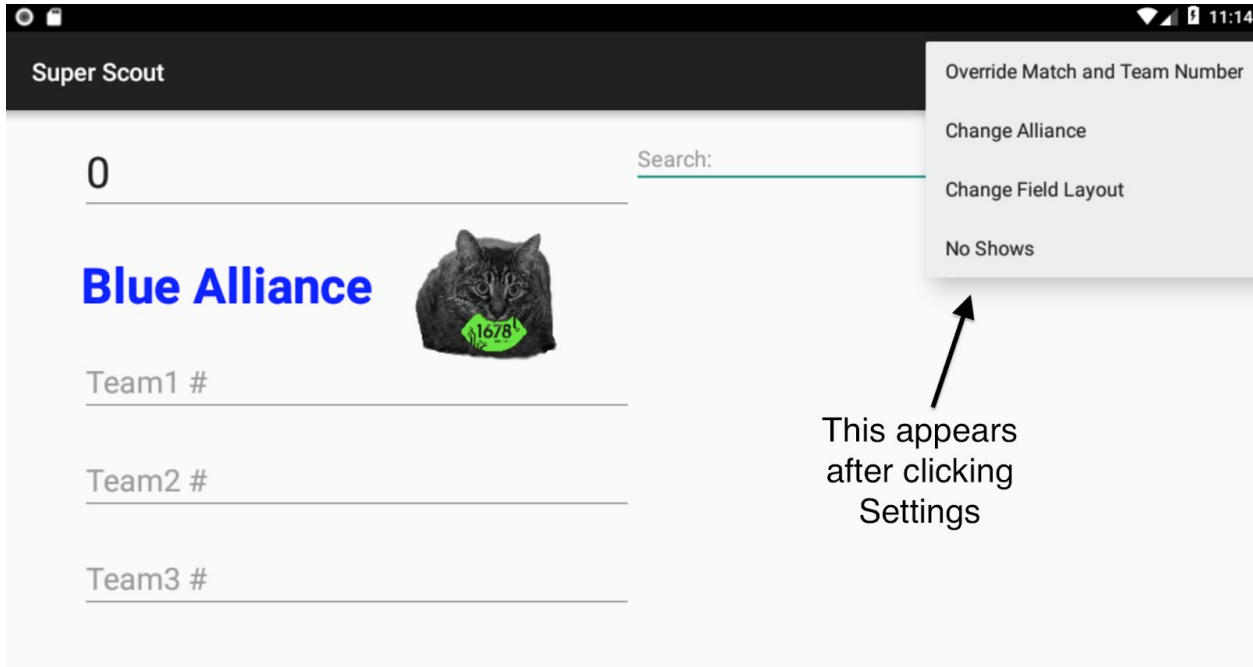
The **Team Numbers** (the three on the left side, under your alliance) will automatically update as well when you return to that screen from scouting a match.

The **Alliance** (either red or blue) is the alliance you are scouting! Ensure you are scouting the *right* alliance, which can be found on the back side of your tablet- if you're the Purple Super, you'll be scouting whatever is assigned to you.

At some point during the competition, you might need to **Resend** your data. On the right side of the page, you'll notice a search bar, and a list of previously scouted matches. Matches are displayed from newest at the top, to oldest at the very bottom. You can use the search bar to look for a specific match.

Note: The purpose of resend is to scan a QR in the event that something prevented you from sending it at the time (ex. The QR app is not working)

On the top of the screen at the right side, you can see two buttons: **Scout**, and **Settings**.



The **Settings** button will display a list of options that you can use to assist in scouting. Override, what I was talking about earlier, is used when team auto assignment is not working. In the case of this, simply press the button, and you will be able to edit or input the teams to display correctly.

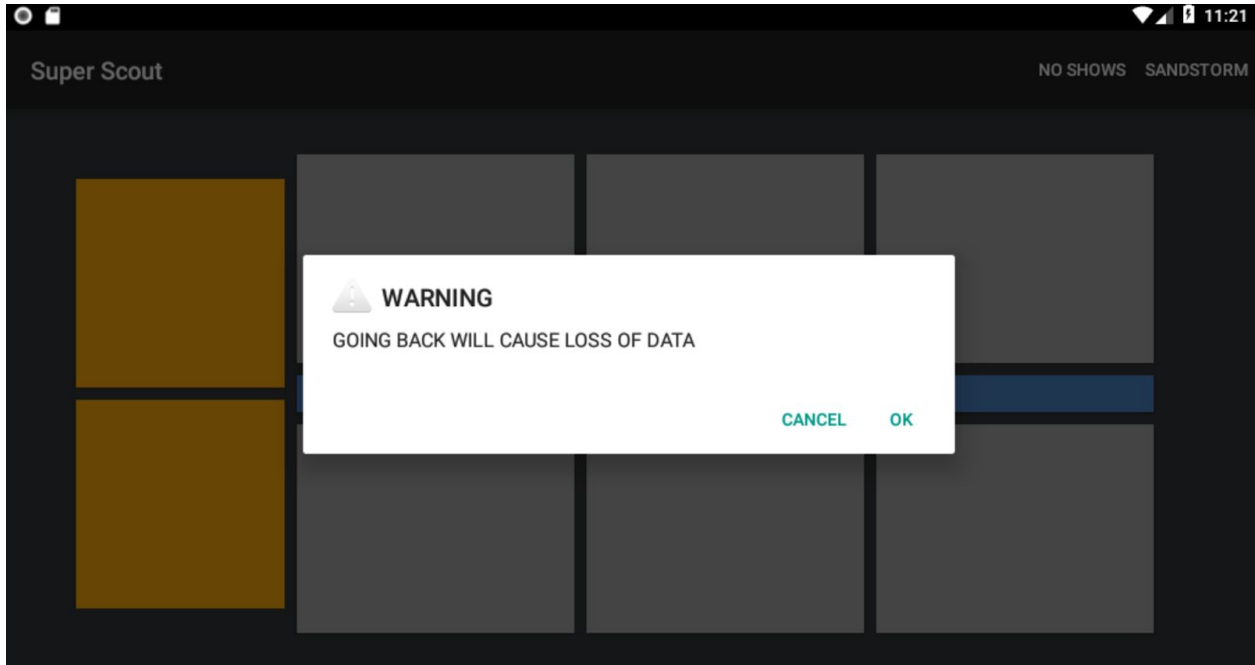
If you are scouting the wrong alliance, you may want to press **Change Alliance**. This will change your alliance from Red to Blue, or Blue to Red.

If the field is not in the correct orientation, you can check out the **Change Field Layout** option. It will ask you to select the field configuration, and by tapping on one side, will flip the field so that the cargo ship is in the correct orientation.

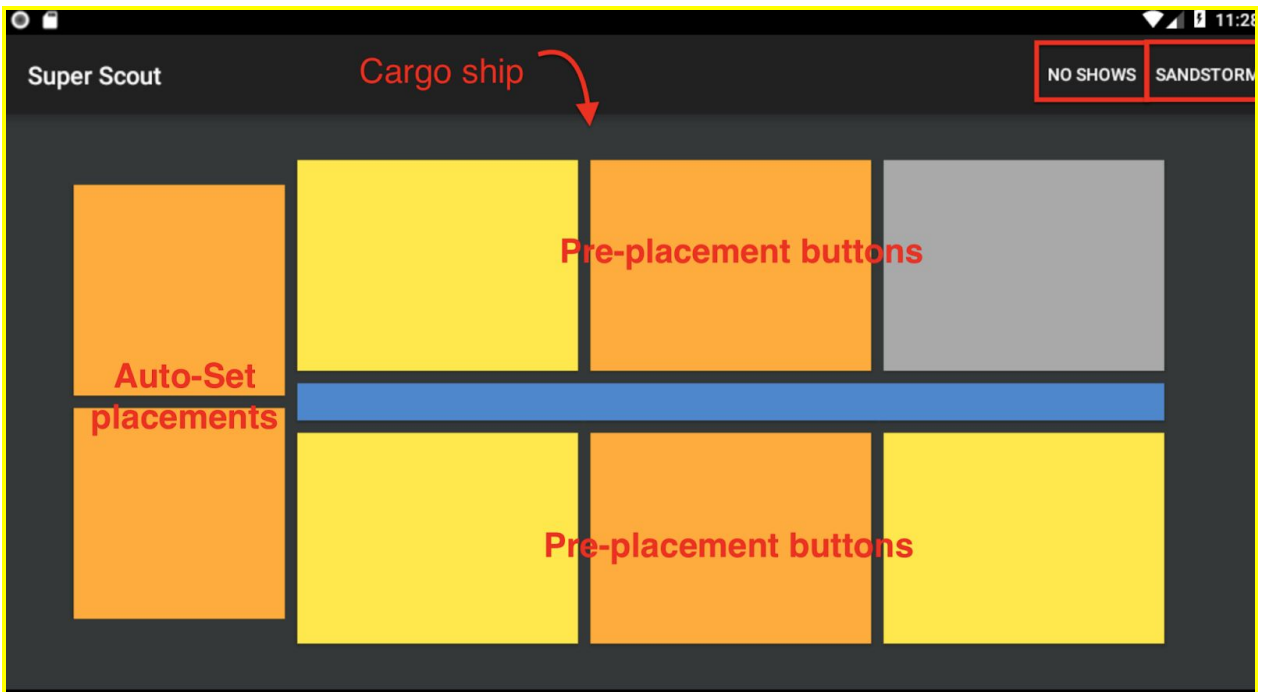
Finally, if a team does not show up to a match, tap the **No Shows** button. You will be able to select the teams that do not show up.

Pressing **Scout** will take you to the next activity: **Preloads**.

NOTE: On all following pages, going back to the previous page will WIPE all data that you have collected on that specific page, but **not** any preceding pages.



Preload Page

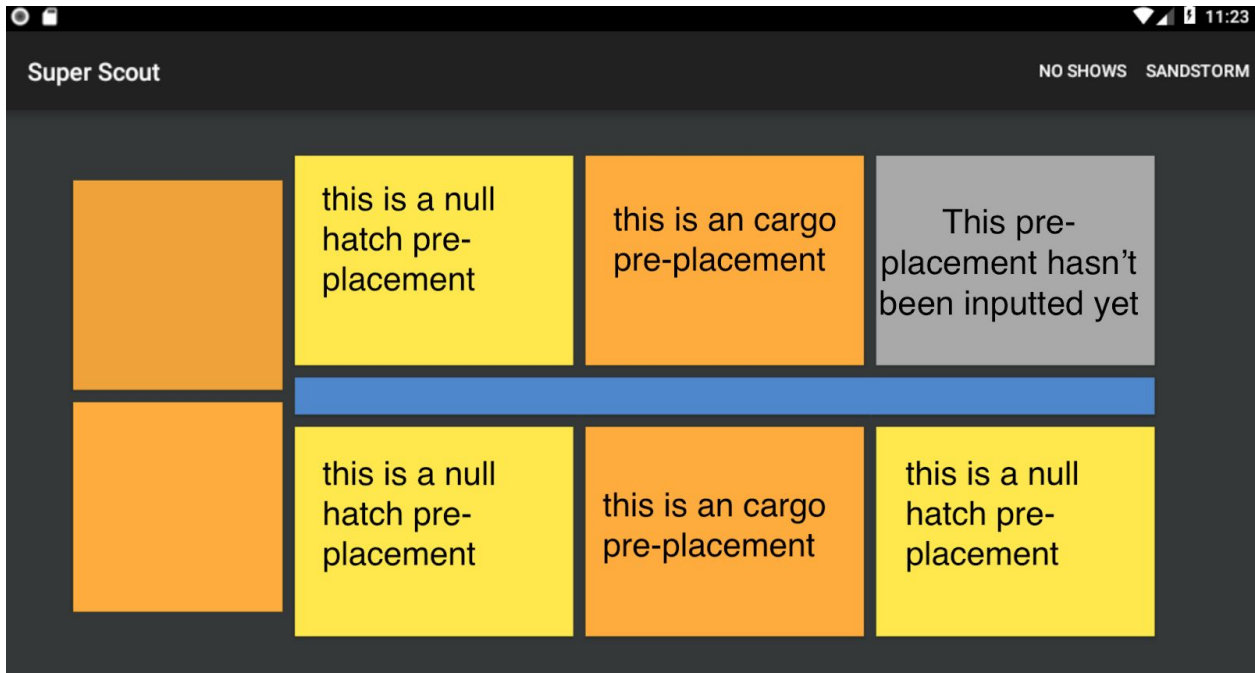


On the Preload Page, you will be inputting the game objects that teams pre-place. As stated earlier, if the field is not correctly oriented, you can switch it in the Change Field Layout option in Settings.

The Center Bar will display the color of the alliance you are scouting.

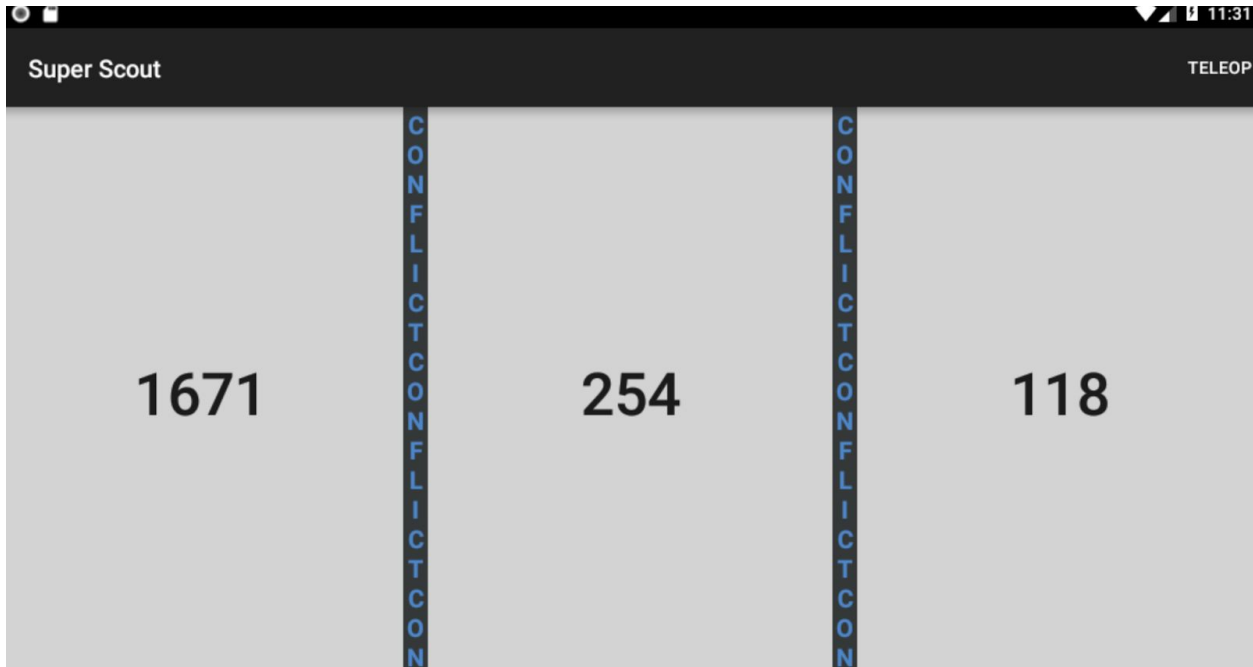
The six grey boxes represent the six bays of the cargo ship. Tapping on the box once will change the color to Yellow, and a second tap will change it to Orange. Any successive taps will repeat between yellow and orange.

Yellow represents a Null Hatch Panel pre-placement, while **Orange** represents Cargo.



When you are done inputting data for all six bays, you can continue to the **Sandstorm Page**.

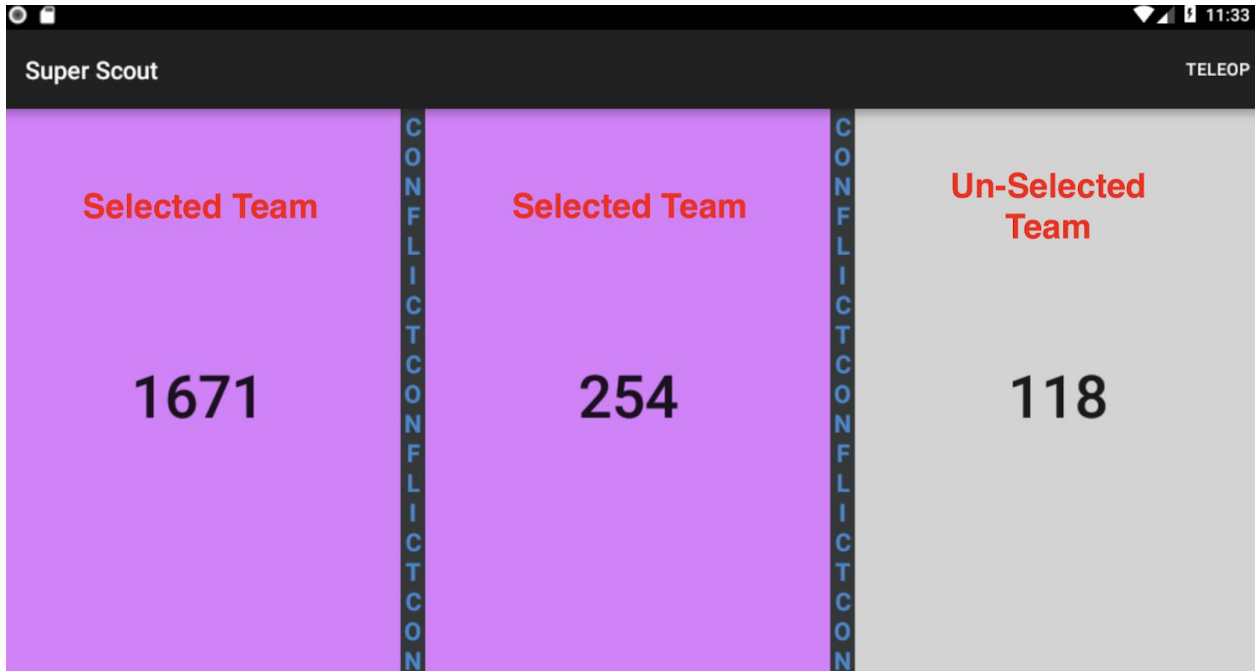
Sandstorm Conflict Page



On this activity, you will be recording if Robots conflict during the Sandstorm. A conflict should be recorded for any robots that contact another robot.

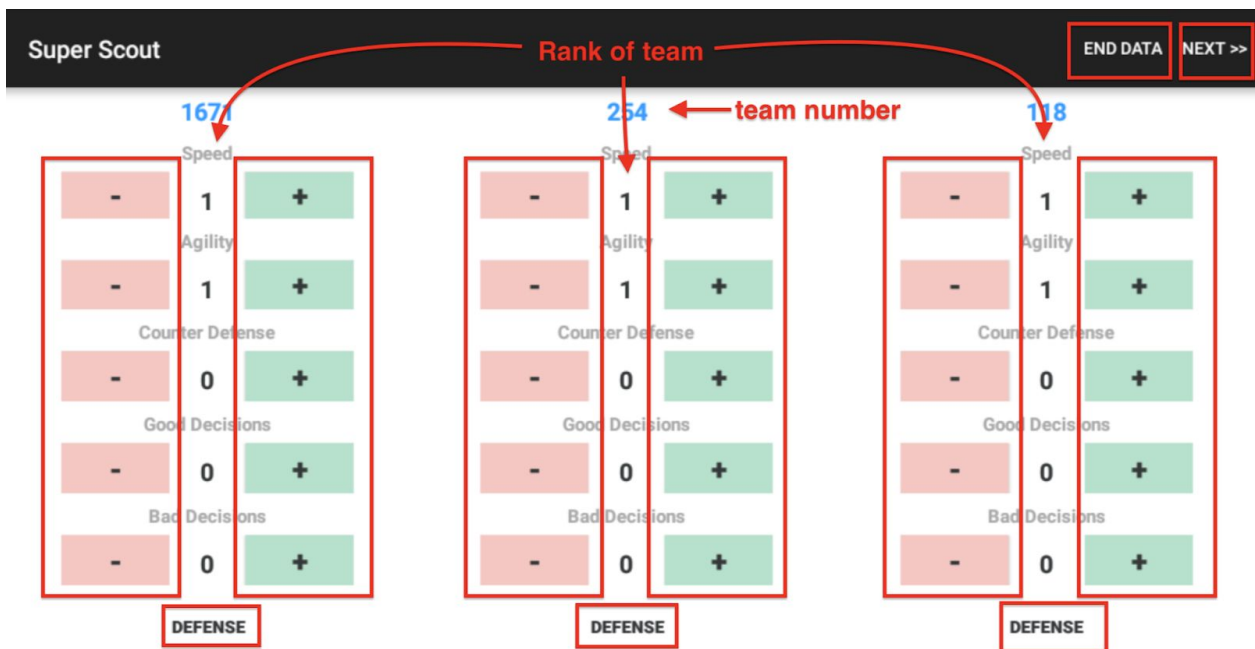
Does one robot run into another? Does a robot get stuck in the cargo ship and block another one from moving? Is there a massive pileup on the Hab?

Every robot that contacts another robot needs to be checked, regardless of who initiated the contact.



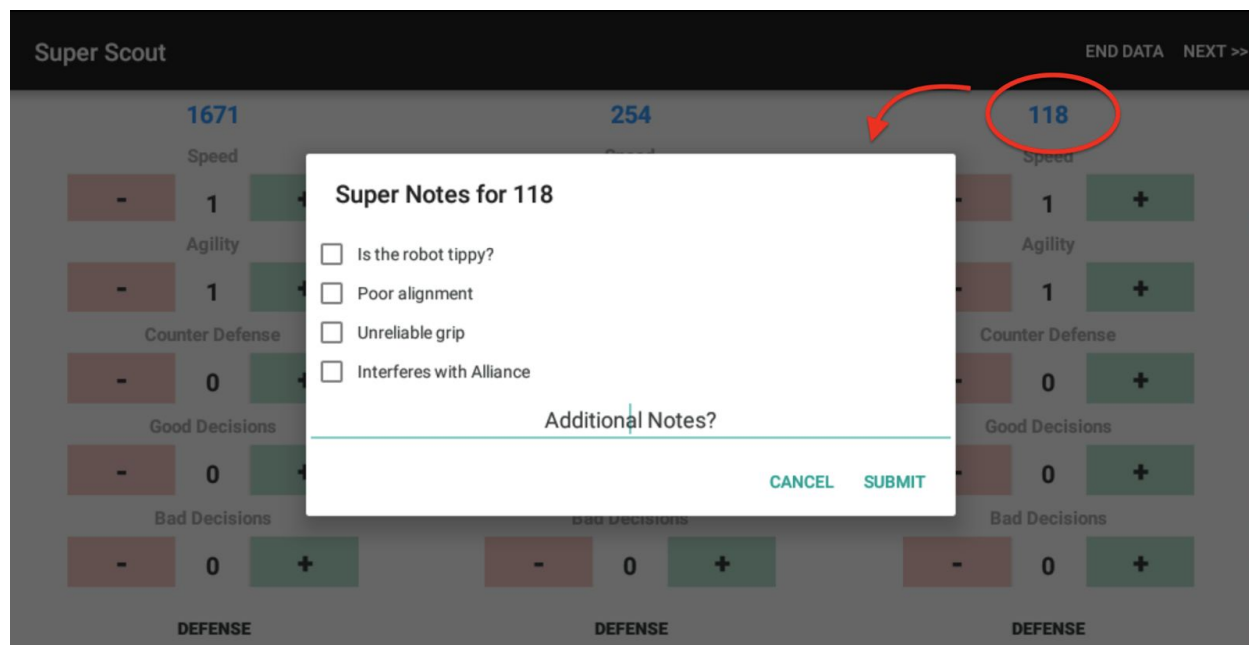
All you need to do is tap on those teams that are affected. Once this is done, you can move to the **Scouting Page**.

Scouting Page



This page is where you will be spending a considerable amount of your time. Like the Teams Page, there's a lot to talk about, so we'll dive in from top to bottom.

At the top of the screen, you can access the **Notes Shortcut**. Tapping on any of the three teams displayed at the top will open a shortcut to the Final Notes page. It includes some helpful checkboxes (these will most likely be edited after each competition, based on your feedback) with pre-created sentences, for ease of scouting, as well as an open text box where you can input notes about that team.



Datapoint Descriptions and Ranking:

Speed: Pretty simple! Faster robots receive a higher rank.

Agility: A measure of how good a robot is at moving around game elements and obstacles, making accurate turns, etc. A robot with high agility should also be good at evading defense from the opposing alliance.

Counter Defense: A robot that is good at preventing the opposing alliance from playing defense on another team on their alliance will receive a higher rank. Disabled robots can be considered to be playing counter defense because they may block access to part of the field.

For the datapoints of **Speed, Agility, and Counter Defense**, you will be ranking the robots using a Ordinal Ranking system between 0 and 4.

Rankings of 0: Given to a robot that does not “display any signs” of a given datapoint. For example, a robot that does not move would get rankings of 0 for speed and agility. Additionally, a robot that is **not present** at the match gets rankings of 0 for all categories.

Note: A robot, excepting that it is not at the match, should **never** receive a counter defense ranking of 0. There is an explanation which you will see below.

Rankings of 1: Given to the robot that is **the least capable** of the alliance. If a robot is disabled on the field, it gets a 1 for counter defense because it is technically being counter defensive.

Rankings of 2: Given to the **middle robot** on the alliance.

Rankings of 3: Given to the **best robot on your alliance** in a certain category.

Notes: There are specific cases where this does not apply.

- In a match where one robot is disabled or does not show up, a 3 **does not** need to be given to a robot on the alliance.
- In a match where two robots are disabled or do not show up, a 3 **does not** need to be given to a robot on the alliance.
 - The super scout should start with a ranking of 2 for the single robot, and then base their rank on how they think it is performing relative to the opposing alliance. The disabled robots should receive a 0 as nonperforming, unless they run or a short while and then are incapacitated, in which case they would receive a 1.

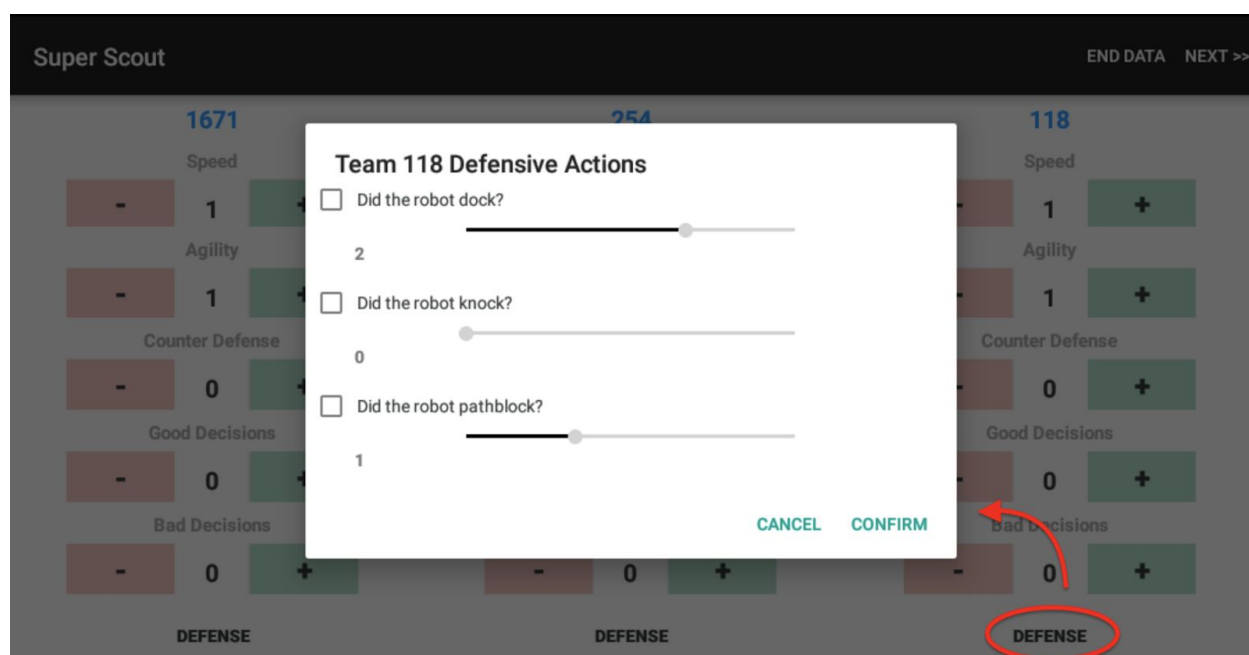
Rankings of 4: Given to the **best robot on the field**. Both super scouts must agree on what robot gets a 4.

Note: Each team must have a different ranking, excepting that multiple teams have ranks of 0 or a rank of 1 for counter defense.

Good and Bad Decisions: If a team makes a good decision or a bad decision during a match, note it here! This counter is unlimited so go wild, but try to use your best judgement. This is a very subjective datapoint, but you are experienced enough to do this!

Note: Only decrease the good or bad decision counters if you accidentally increase the counters. Good decisions do not negate bad decisions and vice versa.

Defense: At the bottom of the counters, there is a button for recording a team's defensive actions. These are ranked on a progress bar from 0 to 3 (You have to choose between slightly better and slightly worse).



Rankings of 0: The default value. A rank of 0 just means that the robot did not do any sort of defense.

Rankings of 1: The robot spent a small amount of time on the other side defending, causing some **small annoyances** to the other alliance, but ultimately ended up only playing a small part in the outcome of the match.

Rankings of 2: The robot hindered the alliance, but **did not prevent** them from achieving their objectives, such as **rocket RP**, **Hab Climb**, etc. It spent a good part of the match defending.

Rankings of 3: The robot was a significant hindrance to the other alliance: for example, it **prevented** the alliance from **completing the rocket** in a qualification match, or delayed a robot long enough to prevent a **Hab Climb** from occurring. The robot would usually spend a considerable amount of time on the other side of the field for this to occur.

There are **three types** of defense: which will be described below:

Knocking: A robot that **runs into / contacts** an opposing one while it tries to place a game element is considered to be knocking.

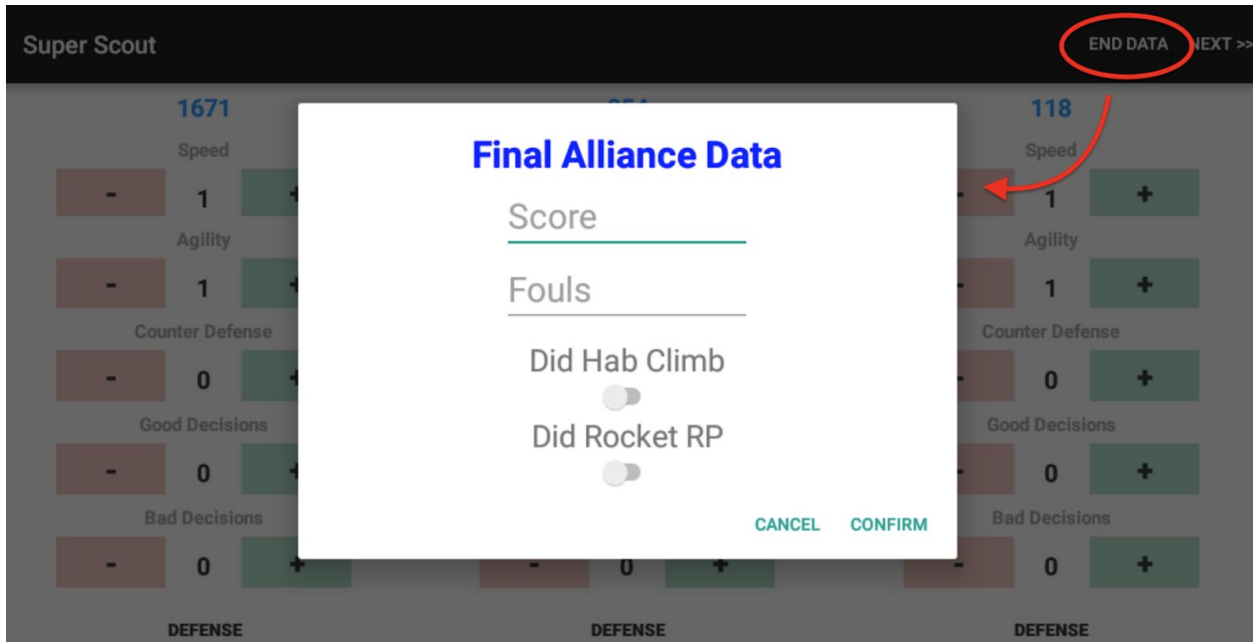
Docking: A robot that **sits** in front of a scoring location, such as a rocket, is considered to be docking.

Path Blocking: A robot that **actively moves around** and attempts to hinder the opposing alliance in **getting to the scoring or intaking location** is considered to be path blocking.

Note: Remember, a larger robot does not always guarantee that it is good at defense. Skill and playing style also matter! Additionally, the robot should be good at preventing others from scoring points of any sort.

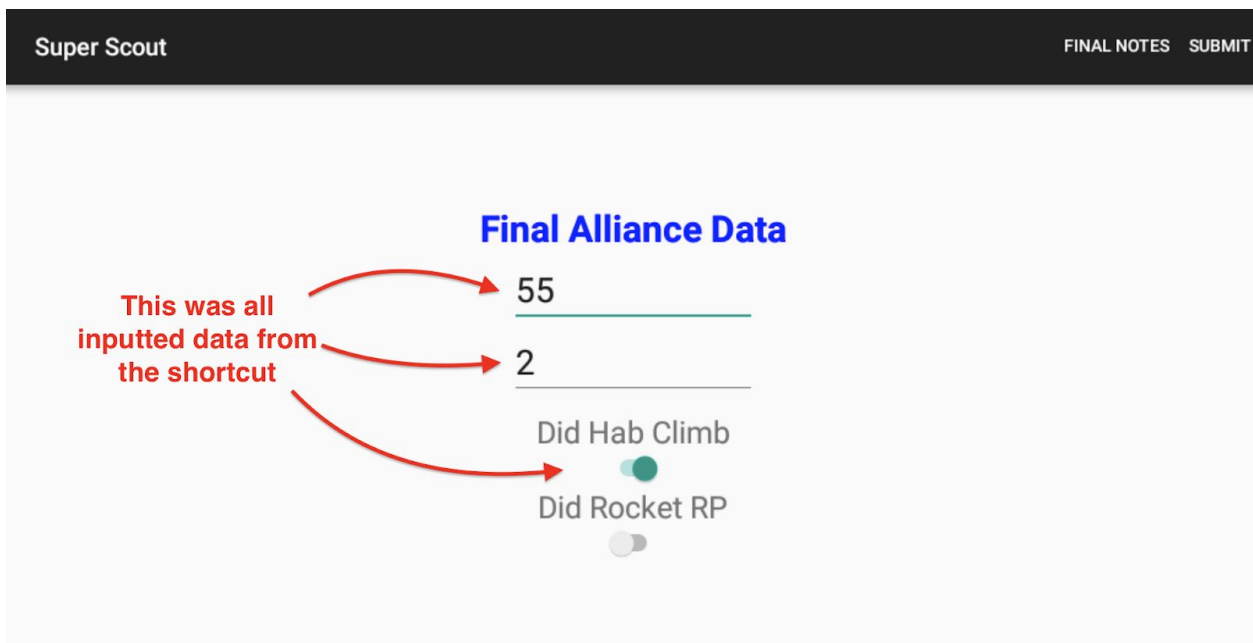
End Data Shortcut and Final Datapoints Page: On the top right, there are two buttons; both of them display the **Final Datapoints** page.

However, the **End Data Shortcut** opens only as a dialog, meaning it will not send you to the next page. Use the shortcut if you wish to record something during the match, like the **Rocket RP** or **Hab Climb**.



Pressing the **Final Datapoints** button will send you to the next page!

Final Datapoints Page



On this page, you will enter the data from the end of the match, such as the **Score** and **Foul Points** into the specified fields.

Score is pretty simple- it's the score of the alliance.

Fouls is also very simple- it's the points that the alliance gained from the other alliance's errors.

For example, if you are on the blue alliance, you would input the foul points that you gained from the red alliance.

Below these two are **Hab Climb** and **Did Rocket RP**. If the alliance achieved that RP, check the box!

On the top right, you can record any **Alliance Notes** that you did not take during the match.

Once you're done, you can press **Submit!**

QR Page



You have made it to the final page of the app! Please remember to scan the QR code that appears on your screen.

With that, we have completed the tour of the Super Scout!

Have fun at competition and happy scouting!