

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	Category	% Done
1534	Colony	Task	Assigned	High	Add Line Following to Library	Ben Wasserman	11/16/2010 12:55 AM	Traffic Navigation	70
2137	Colony Scout	Task	Wontfix	Normal	Add roslaunch scripts	Priyanka Deo	02/28/2013 12:15 PM	OS	0
2133	Colony Scout	Bug	Fixed	Normal	Adding scout with an empty name is bad.	Yuyang Guo	02/18/2013 06:48 PM	Scoutsim	100
1490	Quadrotor	Task	Fixed	Normal	Apply for Spring SURG		10/23/2010 02:23 AM		0
1394	Colony	Task	Fixed	Normal	Brush up slideshow for new colony meeting	John Sexton	09/10/2010 07:33 PM	Administration	100
1391	Colony	Bug	Fixed	High	Buy boards for line following	John Sexton	09/03/2010 11:21 PM	Hardware	100
2136	Colony Scout	Task	Fixed	Normal	Change teleop_on behavior.	Hui Jun Tay	02/28/2013 12:12 PM	Scoutsim	0
1439	Colony	Task	Assigned	Normal	Check/Order robot battery clips	Nico Paris	11/17/2010 03:41 PM	Hardware	50
1463	Colony	Task	Fixed	Normal	Clean up categories	John Sexton	10/10/2010 12:54 AM	Administration	100
2112	Colony Scout	Task	Fixed	Normal	Clean up GUI code	Alex Zirbel	02/17/2013 07:20 PM	Scoutsim	0
2113	Colony Scout	Task	Wontfix	Normal	Clean up scoutsim code	Alex Zirbel	02/28/2013 12:16 PM	Scoutsim	0
1386	Colony	Task	Fixed	Normal	Clean up tickets	John Sexton	10/02/2010 08:13 PM	Administration	100
1390	Colony	Bug	Fixed	Normal	Come to decision on wireless	Ben Wasserman	09/10/2010 09:12 PM	Wireless	100
1400	Colony	Task	Assigned	Low	Complete SURG form	John Sexton	09/07/2010 05:49 PM	Administration	0
1387	Colony	Task	Assigned	Normal	Conclusion on filter design	John Sexton	09/03/2010 11:39 PM	Hardware	0
2134	Colony Scout	Bug	Fixed	Normal	Concurrency Issue with Behavior Overwrite	Yuyang Guo	02/18/2013 06:48 PM	Scoutsim	100
1486	Colony	Task	Fixed	Normal	Create a MUX for sensors	Nico Paris	10/22/2010 05:08 PM	Hardware	0
1438	Colony	Task	Fixed	Normal	Cut and Post Lab0	Alex Zirbel	10/10/2010 12:27 AM	Introductory Labs	100
1488	Colony	Task	Fixed	Normal	Cut and post Lab1 Video	Alex Zirbel	10/13/2010 03:47 AM	Introductory Labs	100
1535	Quadrotor	Task	Fixed	Low	Cut and Post Videos	Alex Zirbel	12/14/2011 05:26 PM		100
2132	Colony Scout	Bug	Fixed	Normal	Delay before motor commands start	Alex Zirbel	02/03/2013 03:23 PM	Scoutsim	0
1887	Quadrotor	Task	Assigned	Normal	Design aluminum frame for Quad1	Thomas Wucherpennig	10/27/2011 06:06 PM		0
1593	Colony	Task	Wontfix	Low	Develop a Collimator for BOM	Alex Zirbel	11/09/2011 12:12 AM		0
1916	Quadrotor	Task	Assigned	Normal	Email Harrison to Order Parts	Thomas Wucherpennig	11/10/2011 04:37 PM		0
1389	Colony	Task	Assigned	Normal	Figure out rangefinders group	John Sexton	09/03/2010 11:39 PM	Hardware	0
1487	Colony	Task	Fixed	Normal	Find out who ordered sensors, get more	Ben Wasserman	10/22/2010 05:06 PM	Traffic Navigation	100
1393	Colony	Bug	Fixed	Normal	Finish intro lab writeup	Joseph Lee	09/30/2010 08:27 PM		50
2169	Colony Scout	Bug	Fixed	Normal	FL Encoder Ticks Backward	Julian Binder	10/29/2013 03:44 PM	EE Hardware	0
1844	Quadrotor	Task	Fixed	Normal	Gather Quadrotor logos and videos	Mike Ornstein	10/25/2011 02:01 AM		0
1755	Quadrotor	Task	Fixed	Normal	Get BeagleBoard set up	Jeff Cooper	10/22/2011 05:47 AM		0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	Category	% Done
1404	Colony	Task	Fixed	High	Get new members started on labs	John Sexton	09/10/2010 08:53 PM	Administration	100
2129	Colony Scout	Bug	Fixed	Normal	Killing and respawning makes a scout uncontrollable	Yuyang Guo	02/17/2013 07:25 PM	Scoutsim	100
1489	Colony	Task	Fixed	Low	Look into finding funding for maps	John Sexton	03/18/2011 05:20 PM	Traffic Navigation	100
1405	Colony	Task	Fixed	Low	Look into finding gumstix	Chris Mar	11/08/2010 05:22 PM	Hardware	100
1407	Colony	Task	Fixed	Low	Look into new batteries	Nico Paris	10/05/2010 08:27 PM	Hardware	100
2138	Colony Scout	Bug	Fixed	Normal	Look into timestamps in sonar	Hui Jun Tay	02/28/2013 12:11 PM	Scoutsim	0
1410	Colony	Task	Fixed	Normal	Make a demo dancer	Alex Zirbel	09/12/2010 01:32 AM		100
1462	Colony	Task	Fixed	Normal	Make a new SVN repository	Ben Wasserman	10/07/2010 07:44 PM	Administration	100
2114	Colony Scout	Enhancement	Wontfix	Normal	Make it easier to make new behaviors	Alex Zirbel	02/28/2013 12:15 PM	Scoutsim	0
1889	Quadrotor	Task	Assigned	Normal	Make private repository	Alex Zirbel	10/27/2011 06:07 PM		0
1509	Quadrotor	Task	Fixed	Low	Make Quadrotor Logo		09/21/2011 07:37 PM		100
2111	Colony Scout	Task	Fixed	Normal	Make scoutsim debugging tools able to run on any scout.	Alex Zirbel	01/19/2013 03:12 PM	Scoutsim	0
1888	Quadrotor	Task	Fixed	Normal	Order Carbon Fiber	Alex Zirbel	12/14/2011 05:27 PM		0
1408	Colony	Task	Fixed	Normal	Organize SURG team	Ben Wasserman	11/12/2010 05:02 PM	Traffic Navigation	100
1436	Colony	Task	Fixed	Low	Record Dance winner, do that stuff	Ben Wasserman	09/30/2010 07:56 PM	Administration	100
1458	Colony	Task	Assigned	Tabled	Redo robot pants	Austin Buchan	10/01/2010 05:40 PM	Hardware	0
2135	Colony Scout	Task	Fixed	Normal	Remove headers from messages	Hui Jun Tay	02/28/2013 12:12 PM	OS	0
1388	Colony	Bug	Fixed	Normal	Remove hunter prey john	John Sexton	09/03/2010 11:36 PM		100
2120	Colony Scout	Bug	Wontfix	Normal	Remove old teleop and clean up scoutsim folder	Alex Zirbel	02/28/2013 12:13 PM	Scoutsim	0
2131	Colony Scout	Bug	Fixed	Normal	Resume button doesn't work	Yuyang Guo	02/17/2013 07:19 PM	Scoutsim	100
2130	Colony Scout	Bug	Fixed	Normal	Running a scout then starting teleop	Hui Jun Tay	02/28/2013 12:14 PM	Scoutsim	0
1406	Colony	Task	Fixed	Urgent	Send out aburks' email address to new members	John Sexton	09/12/2010 04:14 PM	Administration	100
1456	Colony	Task	Fixed	Normal	Send reminder emails	Alex Zirbel	10/29/2010 01:26 AM	Administration	100
2122	Colony Scout	Bug	Fixed	Normal	Standardize encoders	Alex Zirbel	02/03/2013 03:24 PM	Scoutsim	0
1437	Colony	Task	Fixed	Normal	Start work on Lab2	Joseph Lee	10/10/2010 12:32 AM	Introductory Labs	100
1843	Quadrotor	Task	Fixed	Normal	Update old information in the wiki	Alex Zirbel	10/25/2011 03:27 PM		0
1457	Colony	Task	Wontfix	Low	Work on battery detection	Alex Zirbel	11/09/2011 12:17 AM	Autonomous Recharging	0
1395	Colony	Bug	Invalid	High	Work on getting the bad robots working	Alex Zirbel	11/13/2010 12:28 AM	Hardware	20