Osprey User Guide

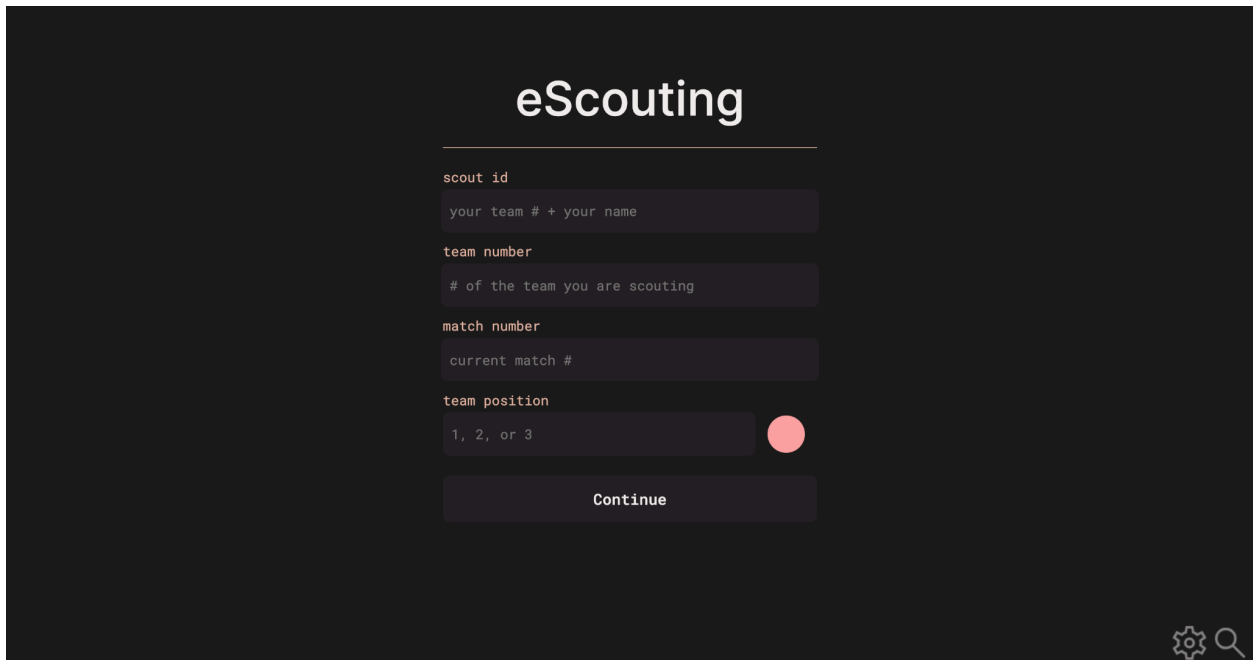**Last Updated: 2/27/23**

Overview:

Osprey is Team 3128's scouting app, used by scouts to collect qualitative and quantitative data on robots in each match. The app is intended for use on a laptop and runs completely offline, transferring data to a central database through QR code. Typically, our team uses 6 people running Osprey at a time, one for each robot in a match. The purpose of this user guide is to explain how Osprey should be used and the features that it has.

View a demo of the app here: https://osprey-host.vercel.app/

Installation:

Download the latest version of Osprey from this Google Drive. Right click on the folder named Osprey and press the download button. Find the zip file on your computer and double click it to unzip the file. Open the unzipped folder, and double click "index.html" to start the app. Make sure you unzip the folder, otherwise the app will not be able to load assets.

Starting Screen:

Scout ID: Enter <u>your</u> team number, a hyphen, and your first name + last initial.

Team number: enter the number of the team that <u>you are scouting for this match</u>. You will update this at the beginning of each match based on what robot position you are assigned (Red 1, 2, 3, or Blue 1, 2, 3). <u>Only enter numbers in this field.</u>

Match number: the current match number. <u>Only enter numbers in this field.</u>

Team position: Enter the position of your robot (1, 2, or 3) based on the order that appears on the audience display (see below). Click the colored circle to toggle the alliance color between red and blue. <u>Only enter 1, 2, or 3 in this field.</u>

Settings (gear icon): click this to open a theme menu.

Search (magnifying glass icon): opens the search menu. Here, you can search for your previously scouted match data by entering the match number. It will output the qr code containing the data from that match.

Continue Button: move to standby screen. Press this as soon as you have finished filling in the fields for this match (it will <u>not</u> start the timer).

This audience display will be shown before each match on the big screen. For this example match, you would enter "8" into the match number field. If you were assigned red 1, you would enter "7430" into the team number field, "1" into the team position field, and click the color circle to red. Here is a link to the audience display documentation.

Local Storage Search Menu:

The local storage is used to reassess or scan qr codes of matches saved on the computer (in case the match did not scan properly into the database). Access this page by pressing the magnifying glass icon on the start page.
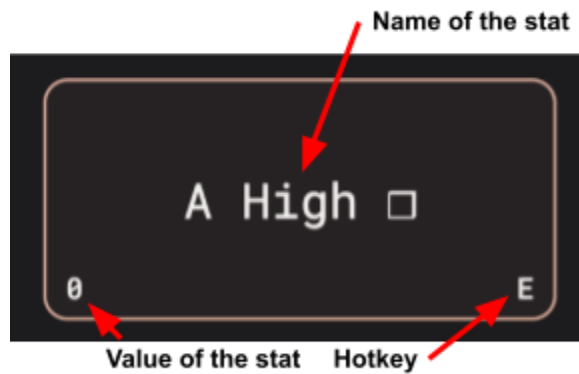
Settings Page:
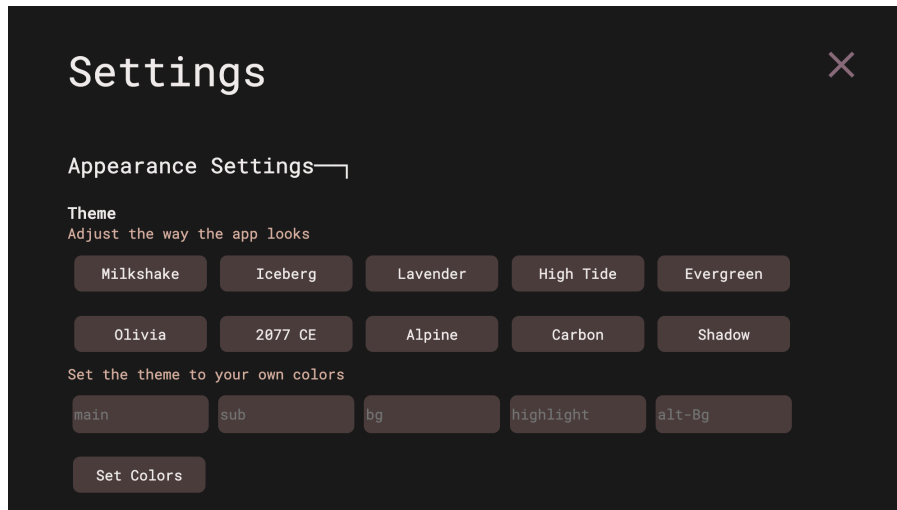
Changes the colors/style of the scouting app. Accessed through the gear icon.

Standby Page:

The standby page is where you wait for the match to begin. As soon as the match starts, press the spacebar to enter the next page. Timing is important, so pay attention to when the match starts.

Scouting Buttons:

These buttons are how we collect data. You can click them, use touchscreen, or use the hotkey (recommended) to increment the value of each stat. If you press Shift + the hotkey, the button value **will decrement instead**.

Notes Box:
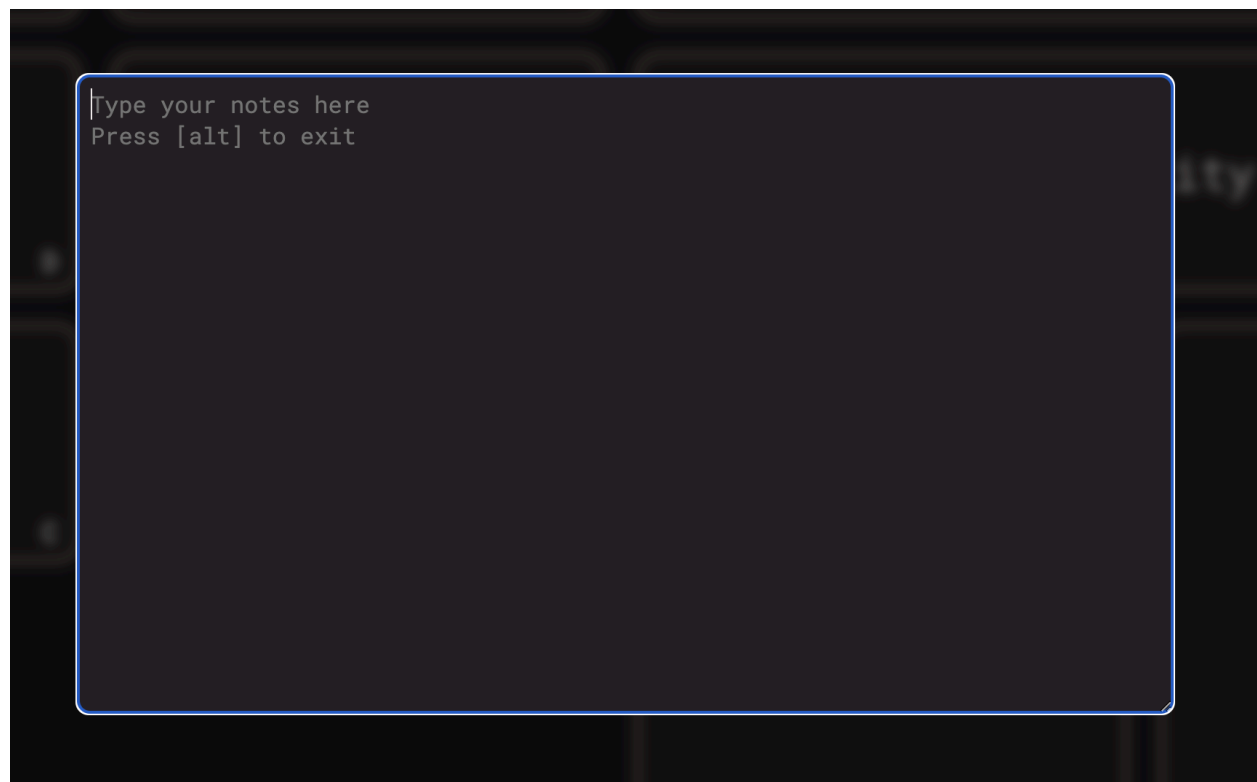
During the match, you can press the Left Alt button on your keyboard (or Left Option on Macbooks) to open a notes textbox. Anything you type in here will be placed into the QATA textbox on the End Screen (see End Screen). Click anywhere outside of the textbox or press Left Alt again to close the notes box.

Auto Screen:
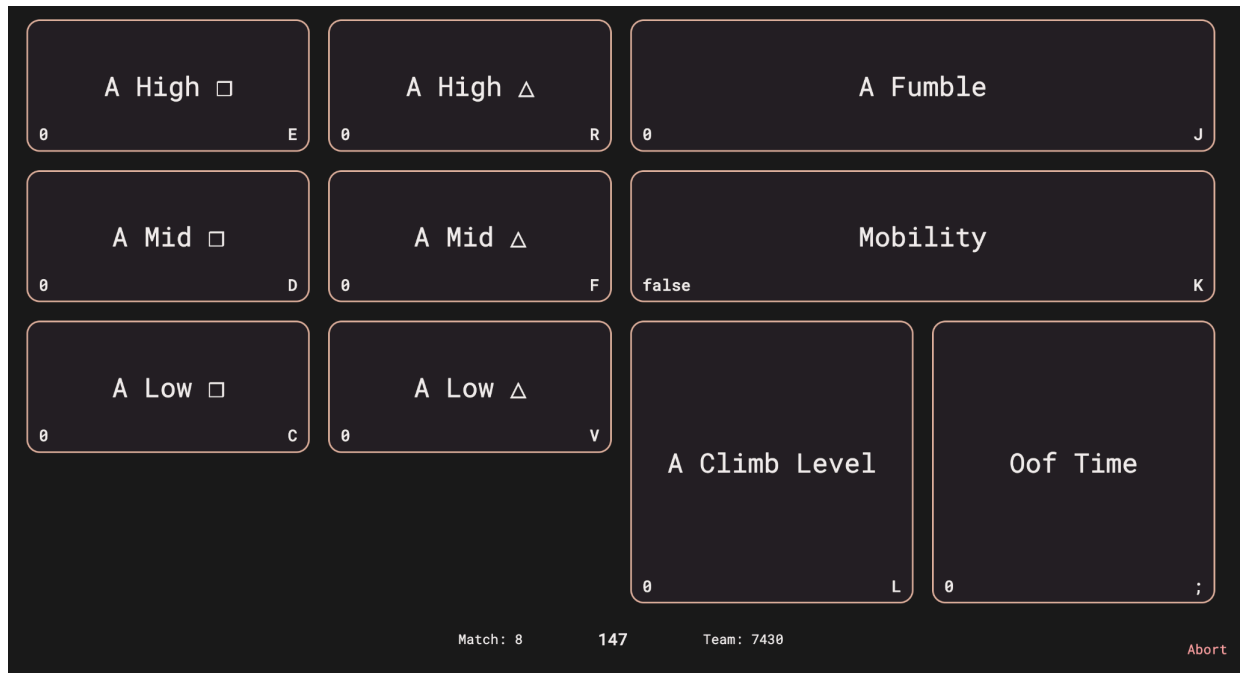
A High, A Mid, A Low: Square means cube and triangle means cone. There are high, middle, and low buttons for each of them. Press the corresponding button or its hotkey when your robot scores.

A Fumble: If your robot drops their game piece, press this button.

Mobility: If your robot leaves the community during auto, press this button.

A Climb Level: This button cycles through auto climb point values. Leave it on "0" if they don't climb, "8" if they climbed but the charge station is not level, and "12" if they climbed and the charge station is level.

Oof Time: An oof is when a robot's performance in a match is drastically affected. Examples of this are when they disconnect, their drivetrain breaks, they tip over, where they are no longer able to contribute to their alliance. Press this to start the timer when they start oofing, and press it again to stop the timer when they stop.

Match: displays the match number that you entered on the starting page.

Timer: displays the amount of time left in the match, in seconds.

Team: displays the team number that you are scouting.

Abort: brings the app back to the starting page. Use this if you accidentally start scouting before the match begins.

Tele-op Screen:

T High, T Mid, T Low: Square means cube and triangle means cone. There are high, middle, and low buttons for each of them. Press the corresponding button or its hotkey when your robot scores.

T Fumble: If your robot drops their game piece, press this button.

Penalty: Each time your robot gets a penalty called on them, press this button.

Defense: Press this button to start the defense timer when your robot is playing defense, and press it again to stop the timer when they stop playing defense.

T Climb Level: This button cycles through climb point values. Leave it on "0" if they don't climb, "2" if they park in the community, "6" if they climbed but the charge station is not level, and "10" if they climbed and the charge station is level.

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End Screen:

Climbing Capabilities: write about their climb. Did they look comfortable, how well did they work with their teammates, speed, stability, etc. If they didn't climb, write down why they did not attempt to climb.

Links: Did they make links themselves or collaborate with their teammates? Did they intentionally go for links or miss any links?

QATA: Write anything you think would be helpful to know about the robot and their performance in this match. Ex: ability to place cones/cubes, quality of defense played, how good are they playing against defense, what type of intake (ground, shelf only, which orientation of cone), how good their drivers are, speed, if they got any penalties/oof and why it happened, etc.

Match Data Editing: You can change the Scout ID, Team number, Match number, and Team Position using the fields under the QATA textbox if you misentered them on the Starting Screen. Just enter the new values and press the "Set Match Data'' button. Only use this if you misentered the data on the start screen! If you didn't, leave it blank.

Edit Table: here, you can change any of the data you collected during the match. Press the row that corresponds to the data you want to change, and use the +/- buttons at the bottom (if you cannot see them, full screen the app) to change their value. Alternatively, enter a value into the text box. You can scroll the table to reach the values at the bottom.

QR Code: the qr code updates in real time and contains the data that you collected during this match. Scan this qr code with the scanner when you are ready.

Continue Button: Only press this once you have scanned your QR code! This brings the app back to the starting page for the next match. This automatically increments the match number for you.