This week we have been working on a huge laser canon boat for the Valborg raft race. A little work on the project report and gray box verification has been done. We’ve also improved our formula for transforming light values into angles. We’ve tried to implement a P controller to make the wheels spin at the same speed when going forward, though it doesn’t work as well the linear scaling we tried at first. We borrowed the big wheels from group 6 and tried them out without adjusting the code and it seems quite a bit more stable.