

Quantitative Scouting:

Team 195

This document models the Team 195 scouting data which can be downloaded through 195scoutingData.csv or 195scoutingData.json.

Analyzed Item	Type of Data	Question asked for the Data	Answers Possible for the Analyzed Item in the system
matchNum	int	Match Number	
team	string	Team Number in Data	
scoutingStatus	int	Status of Scouting Record	1= Complete, 2= under review, 3=Complete (after review), Null= not scouted
preNoShow	int	Robot did not show	0 = did show; 1 = did not show
preStartPos	int	Starting Position of Robot	1 = closest to the amp 2 = in front of the subwoofer 3 = next to the subwoofer away from amp 4 = Between subwoofer and source 5 = closest to the source area
preLoad	int	Preload of a note	0 = No; 1 = Yes
preHumanPlayer	int	Is their human player at the amp?	0 = No; 1 = Yes
autoMB	int	Move bonus attained?	0= Did not move; 1 = moved with bonus
autoPickup	int	Number of notes picked up during auto	
autoSpeaker	int	Number of notes scored in the speaker during auto	
autoAmp	int	Number of notes scored in the amp during auto	
teleSpeaker	int	Number of notes scored in the speaker during teleop	
teleAmp	int	Number of notes scored in the amp during teleop	

Analyzed Item	Type of Data	Question asked for the Data	Answers Possible for the Analyzed Item in the system
teleTrap	int	Number of notes scored in the trap during teleop (includes climb)	
telePickup	int	Number of notes picked up during teleop	
teleDrop	int	Number of notes dropped during teleop	
teleShuttle	int	number of notes shuttled(not shot) into the wing during teleop	
climbStartTime	int	Time left in the match when the robot starts to climb in seconds	
climbStatus	int	Was the climb successful?	0 = No attempt; 1 = failed attempt 2 = failed but parked; 3 = parked 4 = Climb successful; 5 = spotlight;
climbTrap	int	Was a note scored in the trap during the final climb	0 = No; 1 = Yes
climbHarmonies	int	Number of harmonies achieved	0 = no harmonies; 1 = 1 harmony/two robots; 2 = 2 harmonies/3 robots;
postWasDefended	int	Was the robot defended?	0 = No; 1 = Yes
postDefended	int	Did the robot play defense?	0 = No; 1 = Yes
postSubsystemBroke	int	Did any pieces of their robot break?	0 = No; 1 = Yes
postBrokeDown	int	did they break down during the match?	0 = No; 1 = Yes
postDroveUnderStage	int	Did the robot drive underneath the stage?	0 = No; 1 = Yes
postGroundPickup	int	Did they pickup from the ground?	0 = No; 1 = Yes
postSourcePickup	int	Did they pickup notes directly from the source?	0 = No; 1 = Yes
postNoteStuck	int	Was a note stuck in the robot at any time?	0 = No; 1 = Yes
humanHighNoteScored	int	How many high notes were scored (if preHumanPlayer is 1)	
humanHighNoteMissed	int	How many high notes were missed (if preHumanPlayer is 1)	