Sphero Course

Over the past two weeks, David and I have been working on the Sphero course diligently. We successfully planned out all of the stages for it and have compiled a list for materials. We ran into a few problems at the start with the decision of which Sphero to use, since David brought his BB-8 Sphero and the Sphero 2 was available in the classroom. Another challenge was to keep the Sphero itself charged at all times, while keeping the ball on the table.

For the rest of the project, we need to program the sphero for a special course and a point system. We would probably use the Sphero Development Center on the main website, developer.gosphero.com. We hope to create 3D elements for the course to add a technology element.

Here are some pictures as to what we had in mind.

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