Team 24

Project Title: Laser Arcade Machine

Date: 10/24/21

Members:

Joseph Kenkel - Signal Communication

Ashley Robertson - General Hardware

Jonah Stoffer - General Hardware

Mark Kavars - Microcontroller

Tyler Beveridge - Full Stack / Raspberry PI

Morgan Luecht - Front-end Developer

Zack Larson - Back-end Developer

What we've accomplished in the past week/what we've been researching

Joseph Kenkel - Examin Datasheet to calculate distance the receiver can sense the transmitter. Worked with the ETA about microcontrollers

Ashley Robertson - Calculating distance for receiver and transmitter

Jonah Stoffer - Worked on calculations for the distance the receiver and transmitter can still work together to help find necessary parts that work for our project.

Mark Kavars - Testing microcontrollers

Tyler Beveridge - Assisted getting environments setup, worked on testing assignments.

Morgan Luecht - Setup environment that holds boilerplate code, and recorded lighting talk

Zack Larson - Setup environment that holds boilerplate code on pc, developed database schema, and worked on Testing assignment.

What we're planning to do in the coming week

Joseph Kenkel - Do research on how to hook up a PI to our bluetooth modules

Ashley Robertson - Power load analysis for shooter

Jonah Stoffer - I'd like to finish finding the appropriate receiver and transmitter and order them.

Mark Kavars - Continue testing microcontrollers

Tyler Beveridge - Start up UI design, go over what is going to be stored, find a tablet.

Morgan Luecht - Looking over boilerplate code, and continuing designing applications.

Zack Larson - Start to better understand boilerplate code. Refactor database schema

Issues we had in the previous week

Joseph Kenkel - Finding out how to read the datasheet to calculate the distance. Had to ask Neihart to help.

Ashley Robertson - Terms from the datasheet and understanding it all

Jonah Stoffer - Some of the terms and units that some of the datasheets use are very new to me.

Mark Kavars - None

Tyler Beveridge - Testing assignments and getting everyone's environment setup was tough.

Morgan Luecht - Setting up Android Studio

Zack Larson - Setting up the environment on personal computer took some time with issues during the process