

Team 24

Project Title: Laser Arcade Machine

Date: 10/31/2021

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 - Math for distance, start PWM code

Ashley Robertson - Placed Order for IR Emitter and Receiver. Started creating schematic for the IR Emitter to begin testing once they arrive

Jonah Stoffer - Helped calculate the distance the LED is capable of transmitting. Helped finalize the LED and Receiver needed for our project.

Mark Kavars - Waiting for microcontrollers to arrive

Tyler Beveridge - Looked at tablets available, there is potentially a Nexus 7 at ETG

Morgan Luecht - Fix issues with test environment on personal computer

Zack Larson - Add the available tablet version from ETG as an emulator in our environment

What we're planning to do in the coming week

Joseph Kenkel - Finish up PWM test code

Ashley Robertson -

Jonah Stoffer - I'd like to start drafting preliminary schematic for the target and plan how to test the LED and receiver once they arrive.

Mark Kavars - Test microcontrollers

Tyler Beveridge - Finalize tablet, start storyboarding UI

Morgan Luecht - Help with UI design

Zack Larson - Help with UI design ideas. Look into boilerplate code to better understand current environment of application

Issues we had in the previous week

Joseph Kenkel - Distance calculation math

Ashley Robertson - None

Jonah Stoffer - None

Mark Kavars - None

Tyler Beveridge - Nexus 7 may be too small

Morgan Luecht - none

Zack Larson - None