

WEEKLY REPORT

Date: 4/15/13

Group Name: DEC13-10

Client/Advisor: Dr. Zambreno

Members: Matt Dresser, Jordan Jacobson, Riley Swindell, Allison Thongvanh, Blake Vermeer

✓ **Past week accomplishments**

- ❖ A: Blake worked on prototype #2 with Allison, prepared for final presentation
- ❖ B: Riley updated website, researched square designs
- ❖ C: Jordon installed/learned SFML and began GUI design implementation
- ❖ D: Matt worked on chess piece design and power circuit
- ❖ E: Allison worked on prototype #2 and final documentation with Blake

✓ **Plan for coming week (April 16-21)**

- ❖ A: (Allison) Complete design of prototype #2
- ❖ B: (Riley) Work on user interface for game statuses
- ❖ C: (Jordon) Work on software to interface with motors
- ❖ D: (Matt) Finish chess piece electronics board layout
- ❖ E: (Blake) Finish decisions for final order

✓ **Pending issues**

- ❖ A: Chessboard design (how big should the squares be, how much space should be between the playing space and space for pieces out of play)
- ❖ B: Base design (Need the implement and test belts with servo and stepper motors in action)
- ❖ C: Software (Create prototype where a game can be played on some platform, program drivers for servo and stepper motors)

✓ **Individual contributions**

- ❖ A: Matt – Chess piece electronics board layout and researched magnets
- ❖ B: Jordan – Worked on unique move code
- ❖ C: Riley – Updated site, experimented with stockfish
- ❖ D: Allison – worked on CAD prototype #2 (80/20 aluminum frame instead of rods) and documentation
- ❖ E: Blake – Researched motors, square design, helped with documentation, and improved transmitter design

✓ **Individual hourly contribution**

- ❖ A: Matt – 5
- ❖ B: Jordan - 4

- ❖ C: Riley - 3
- ❖ D: Allison – 4
- ❖ E: Blake – 6