

WEEKLY REPORT

Date: 4/22/13

Group Name: DEC13-10

Client/Advisor: Dr. Zambreno

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

✓ **Past week accomplishments**

- ❖ A: Blake continued working on chess board mechanics, finished CAD for prototype #2, settled on method (to test) for distinguishing between light and dark squares
- ❖ B: Riley & Jordan worked with Stockfish in figuring out how to accomplish pawn promotion as well as castling
- ❖ C: Jordon got games running on Atom board
- ❖ D: Matt designed prototype receiver antennas to continue with power transfer testing. Found suitable magnets to begin testing with as well.
- ❖ E: Allison continued working on chess board mechanics, finished prototype #2

✓ **Plan for coming week (April 23-28)**

- ❖ A: (Allison) Prepare for order, and end of semester, panel presentation
- ❖ B: (Riley) Finish GUI (start and in-play screen)
- ❖ C: (Jordon) Work on playing and hardware interfacing code
- ❖ D: (Matt) Finish board layout for prototyping and power circuit for 2nd prototyping
- ❖ E: (Blake) Prepare list for prototype order #2

✓ **Pending issues**

- ❖ A: Chessboard design (what method should we use for light/dark squares)
- ❖ B: Base design (Need the implement prototype #2)
- ❖ C: Software (Create prototype where a game can be played on some platform, program drivers for servo and stepper motors)
- ❖ D: Need web documentation up to date

✓ **Individual contributions**

- ❖ A: Matt – Power testing
- ❖ B: Jordan – Worked on game and hardware code
- ❖ C: Riley – Worked on site, and touch screen GUI
- ❖ D: Allison – finished on CAD frame prototype #2 with Blake (80/20 aluminum frame instead of rods) and final presentation and documentation
- ❖ E: Blake – finished CAD prototype #2 with Allison, chose final electronics and mechanical parts for implementing prototype #2

✓ **Individual hourly contribution**

- ❖ A: Matt – 4
- ❖ B: Jordan - 4
- ❖ C: Riley - 3
- ❖ D: Allison – 4
- ❖ E: Blake – 5