



Brandon Towell <brandon.towell@gmail.com>

progress report 11/17/14

4 messages

Jacob Mickiewicz <jmickiew@pdx.edu>

Mon, Nov 17, 2014 at 9:36 PM

To: Brandon Towell <brandon.towell@gmail.com>, Kris Gibbs <kris.gibbs888@gmail.com>, Ryan O'Connor <roconnor@pdx.edu>

This week I helped source parts and did a connectivity test of the returned PCB.
Next week I will assemble a board and help create a test plan.

Ryan O'Connor <roconnor@pdx.edu>

Mon, Nov 17, 2014 at 11:10 PM

To: Jacob Mickiewicz <jmickiew@pdx.edu>

Cc: Brandon Towell <brandon.towell@gmail.com>, Kris Gibbs <kris.gibbs888@gmail.com>

Debugged button debounce in SW
Created state flow diagram for main game program

Upcoming:
Complete Rev1 main game program

On Mon, Nov 17, 2014 at 9:36 PM, Jacob Mickiewicz <jmickiew@pdx.edu> wrote:

This week I helped source parts and did a connectivity test of the returned PCB.
Next week I will assemble a board and help create a test plan.

—
Ryan O'Connor | Bachelors of Science in Electrical Engineering, Analog IC Design/Layout | Mobile: 503.830.5818 |
roconnor@pdx.edu

Brandon Towell <brandon.towell@gmail.com>

Tue, Nov 18, 2014 at 2:49 AM

To: Ryan O'Connor <roconnor@pdx.edu>

Cc: Jacob Mickiewicz <jmickiew@pdx.edu>, Kris Gibbs <kris.gibbs888@gmail.com>

Finalized and ordered parts for board
Completed logical positioning for components inside enclosure

Next:
Make working prototype board
Measure prototype to look into enclosure options

Sent from my Gold iPhone 6+
[Quoted text hidden]

Kris Gibbs <kris.gibbs888@gmail.com>

Tue, Nov 18, 2014 at 8:20 PM

To: Brandon Towell <brandon.towell@gmail.com>

Cc: Ryan O'Connor <roconnor@pdx.edu>, Jacob Mickiewicz <jmickiew@pdx.edu>

Previous:
wrote block diagram assignment
Finalized game flow with Ryan

Next:
make working prototyping board
help with enclosure design

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