

Progress Report 11/10/14

4 messages

Jacob Mickiewicz <jmickiew@pdx.edu>

Mon, Nov 10, 2014 at 8:40 PM

To: Kris Gibbs <kris.gibbs888@gmail.com>

This week I finalized the schematic and PCB layout, and placed the order for the PCB.

In the coming week I will:

Source and order parts.

Make plans for enclosers of buttons and main board

Ryan O'Connor < roconnor@pdx.edu>

Mon, Nov 10, 2014 at 9:32 PM

To: Jacob Mickiewicz <jmickiew@pdx.edu>

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

Previous:

- Participated in board design review
- Developed software road map based on hardware specification
- Supported finalization of board layout

Current:

- Convert software road map into software design document
- Lecture on 11/10/14 discusses best practices
- Develop primary sub-function and primary functions for main application
- Need to discuss how to best implement button interactions in main application
- Sync software timeline with hardware availability
- Ryan

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

Mon, Nov 10, 2014 at 9:56 PM

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

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

Previous:

- Participated in board review
- Researched new power IC to a linear regulator
- Finalized power option and sent off to have added to board
- Wrote project timeline

Future:

- Confirm hardware availability for soldering to boards on arrival
- Order and receive batteries for main circuit boards
- Begin and complete plans for constructing enclosure for buttons and timing board

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Brandon Towell

Kris Gibbs <kris.gibbs888@gmail.com>

Tue, Nov 11, 2014 at 7:04 AM

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

Pervious:

Wrote software for graphics for opening game screen, rules, and game cue.

Next:

Write software for choosing number of players, button push to early and winner screen.

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