# Week 5 Meeting Minutes

Wednesday, October 02, 2024    2:33 PM

Group meeting overview:

The required meeting for Week 5 occurred on September the 25$^{th}$, 2024 after the lecture section that day. During this meeting the group took the time to address any concerns for the upcoming week.

Attendance:

There was full team attendance during this meeting, and communication was maintained so that all members of the group had an equal say in group decisions.

Updates:

At the DEVCOM biweekly meeting, we were asked to find answers to some questions, the full ME and ECE team met Wednesday from 12-1PM to find the answers to the questions as given below:

- Golf Ball change decision

  Hanging the ball? - ME team – we will begin looking into hanging by staple in ball, fishing jig, paper clip, safety pin, but need to do some consistency tests

  Kind of ball? ECE/ME Team - plastic – still looking into color for image processing concerns

- The following dates were agreed upon for the ME team

Field setup in ECE room by ME team – Setup September 30$^{th}$

ME team due date for getting the physical structure ready for testing -  October 25$^{th}$  (So we have time to work after mechanical design is complete)

Notes:

Each member was reminded of upcoming due dates.

Group Assignments

- Adam - Working on creating test code to begin testing TOF sensor
- Allen - Just working on my prototype for the housing.
- Colby - I'm current working on building my subsystem prototype
- Tyler - Completed ordering all items required for my subsystem. I will begin creating a prototype of my subsystem to verify resistance and delay values are going to work. Once the ME team constructs the rails I will complete the sensor housing 3d prints
- JT - Continued development and testing on image processing algorithm.
- Jonah – Parts arrived, looking through those, giving size specs to ME's and working through the mounting process

Planned Tasks going forward:

- Each member was asked to monitor the Teams chat for any updates
- Each member is working on their prototype design
- Complete BOMs as necessary

Takeaways/Quick Bullet points:

- Monitor Teams for updates
- Work on prototype designs/BOMs