

Week 7 Meeting Minutes, Team 2

Sunday, March 3, 2024 8:45 AM

Group meeting overview:

The required meeting for Week 7 occurred on March the 6th, 2024 from 2:30 PM to 3:30 PM. During the meeting, the group had an in depth discussion on our thoughts on our assigned project in order to be able to break our project into subsystems.

Attendance:

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

Updates:

The team met DEVCOM on Monday March 4th, at 2:30PM. During this meeting, the team updated DEVCOM about our progress on the conceptual design and asked the DEVCOM team questions that added to the teams knowledge. The team also gave DEVCOM an update into what general area of possible solution we were growing more interested in, which at this time was the intercepting object fired with a string attached fired by a half-toothed gear mechanism attached to a turntable.

Notes:

The team spent this meeting rehashing the conceptual designed models from the week 6 meeting. However it should be noted after this meeting, members of the team met with Professor Roberts, who helped us to see that the subsystems should be written from a different perspective than we had initially. From this meeting, these 6 main subsystems were birthed. To the right of the dash is the team member that picked this module to write for the conceptual design.

Velocity and Acceleration - Adam Morrow

Housing - Allen Watson

Head on Position Detection - Colby Drake

Aiming - JT Jones

Launching and Firing - Jonah Burke

Path Sensor - Tyler Kasuboski

Planned Tasks going forward:

- Each member was asked to monitor the Teams chat for any updates
- Each member was asked to write their portion of the rough draft Conceptual Design document (Due Friday March 8th)

Takeaways/Quick Bullet points:

- Monitor Teams for updates
- Write in the Conceptual Design rough draft document