

General Reminders

- Only meeting on Mondays now for Capstone come with an agenda

New Business:

- Happy Spring Break

Unfinished Business:

- A minimally functional prototype was due by March 5th we are very close

Upcoming Deadlines:

- **Minimally Functional Prototype Complete was due March 5th, Tuesday**
- **Individual Technical Presentation due March 18th**

Progress Updates:

- Caleb Rozenboom
 - Fixed actuator connection and got minimally functional checkpoint done
- Jayden Marcom
 - Tested work subsystem and got minimally functional checkpoint done
- Utsav Singha
 - Reworked video system in lab to scale
- Jesse Brewster
 - Got the audio subsystem code working for minimally functional checkpoint
- Ben Ebel
 - Finished the UI to implement all systems
- Caleb Turney
 - Working on code for the Immersion Subsystem

Assigned Work:

- Caleb Rozenboom
 - Start working on implementing the actuator into the work map with scaling
- Jayden Marcom
 - Help with interfacing the actuator with the scaling work map
- Utsav Singha
 - GET THE GOPRO
 - Start working on scaling video with proposed software and the resistance system
- Jesse Brewster
 - Start working on scaling Audio with proposed software and the resistance system
- Ben Ebel
 - Help with code for the resistance system and continue to optimize the GUI
- Caleb Turney
 - Finish the code for the Immersion Subsystem
- Everyone
 - Help to work and finish the resistance subsystem

Other (This will be used to address any other matters outside of the previous sections):