

Scrum Results Sheet:

Team Number: 6

Date: Mar 18, 2021

Name #1	
Amr Almoallim	Since last scrum: <ul style="list-style-type: none">• Interrupts working and setup first lua script which reads response from backend
	Working on today: <ul style="list-style-type: none">• Adding to our interface for wifi reading, start testing by handling db responses• On lua, trying to use struct serialization on lua to convert object directly into C struct
	Roadblocks: <ul style="list-style-type: none">• In lua it is hard to get bit representation of objects and strings, and in C structs are not always contiguous in memory
Name #2	
Cody Li	Since last scrum: <ul style="list-style-type: none">• Still integrating camera features into android app
	Working on today: <ul style="list-style-type: none">• Still integrating camera features into android app
	Roadblocks: N/A
Name #3	
Jonathan Lew	Since last scrum: N/A
	Working on today: <ul style="list-style-type: none">• Learn about bluetooth on hardware side

	Roadblocks: <ul style="list-style-type: none"> • Need to set up DE1 with teammates' code
Name #4	
Jared Paul	Since last scrum: <ul style="list-style-type: none"> • Looked at ways to minimize memory usage in pathfinding
	Working on today: <ul style="list-style-type: none"> • Trying to switch to using Mega-Wizard where we can choose the type of memory (might be able to use MLAB blocks)
	Roadblocks: <ul style="list-style-type: none"> • Quartus project takes 40 - 50 mins to compile
Name #5	
Tawsif Hasan	Since last scrum: <ul style="list-style-type: none"> • Unable to cut down memory used by VGA due to the nature of the module connections, VGA timing values and resolution.
	Working on today: <ul style="list-style-type: none"> • Find alternate VGA resolutions.
	Roadblocks: <ul style="list-style-type: none"> • Difficulty compiling Quartus project due to limited RAM.