

SEPTEMBER 2019

WN 38 (16-22)
Th 12
Fr 13
Sa 14
Su 15
Mo 16
Tu 17
We 18

WN 39 (23-29)
Th 19
Fr 20
Sa 21
Su 22
Mo 23
Tu 24
We 25

WN 40 (30-06)
Th 26
Fr 27
Sa 28
Su 29

Design Playing Field, Sid...
13.09.2019 - 04.10.2019

Design Playing Field, Side Rails, and Structural Elements Using Onshape. This also includes all installation holes for fans and bolts.

Cutting the 1/4" pinewo...
23.09.2019 - 11.10.2019

Cutting the 1/4" pinewood to size in the wood shop on

Placing holes in the ply...
01.10.2019 - 18.10.2019

Attaching structural ele...
30.09.2019 - 15.11.2019

Designing the Arduino c...
23.09.2019 - 25.10.2019

Designing the Arduino code that detects when the pu

Testing the Arduino cod...
14.10.2019 - 01.11.2019

Creating the 3-D design ...
23.10.2019 - 18.11.2019

3-D printing the puck a...
06.11.2019 - 18.11.2019

Test the CPU fans using ...
16.09.2019 - 27.09.2019

Test the CPU fans using a computer power supply to determine their output.

Measure out, cut/crimp...
07.10.2019 - 15.11.2019

Mount the fans to the b...
10.10.2019 - 24.10.2019

Testing phase of fans, p...
21.10.2019 - 22.11.2019

Attaching and wiring le...
21.10.2019 - 15.11.2019

Design Arduino Code th...
28.10.2019 - 15.11.2019

OCTOBER 2019

WN 41 (07-13)

Mo	Tu	We	Th	Fr
30	01	02	03	04

5a
0506
Su

07 MC

Tu 08

We
09

WN 42 (14-20)

Th	Fr
10	11

Th
10

Fr
11Sa
12

13 Su

14 Mo

Tu 15

16 We

WN 43 (21-27)

Th	Fr
17	18

17

Fr
18Sa
19Su
20

21 Mo

2.1

er in the class using a saw.

Placing holes in the plywood on the laser cutter in class.

Attaching structural elements including side rails, playing field, and goal posts using wood screws and M3 bolts.

Click enter the goal with proximity sensors using Arduino program on computer.

Testing the Arduino code to detect any flaws in goal detection.

Measure out, cut/crimp, and connect all the wires needed to power fans and connect proximity sensors to Arduino.

Mount the fans to the bottom of the playing field.

Testing ph

Attaching

NOVEMBER 2019

WN 44 (28-03)							WN 45 (04-10)							WN 46 (11-17)						
23							31							07						
24							01							08						
25							02							09						
26							03							10						
27							04							11						
28							05							12						
29							06							13						
30							07													



Creating the 3-D design for the pucks and paddles using Onshape.

3-D printing the puck and paddle designed in Onshape using

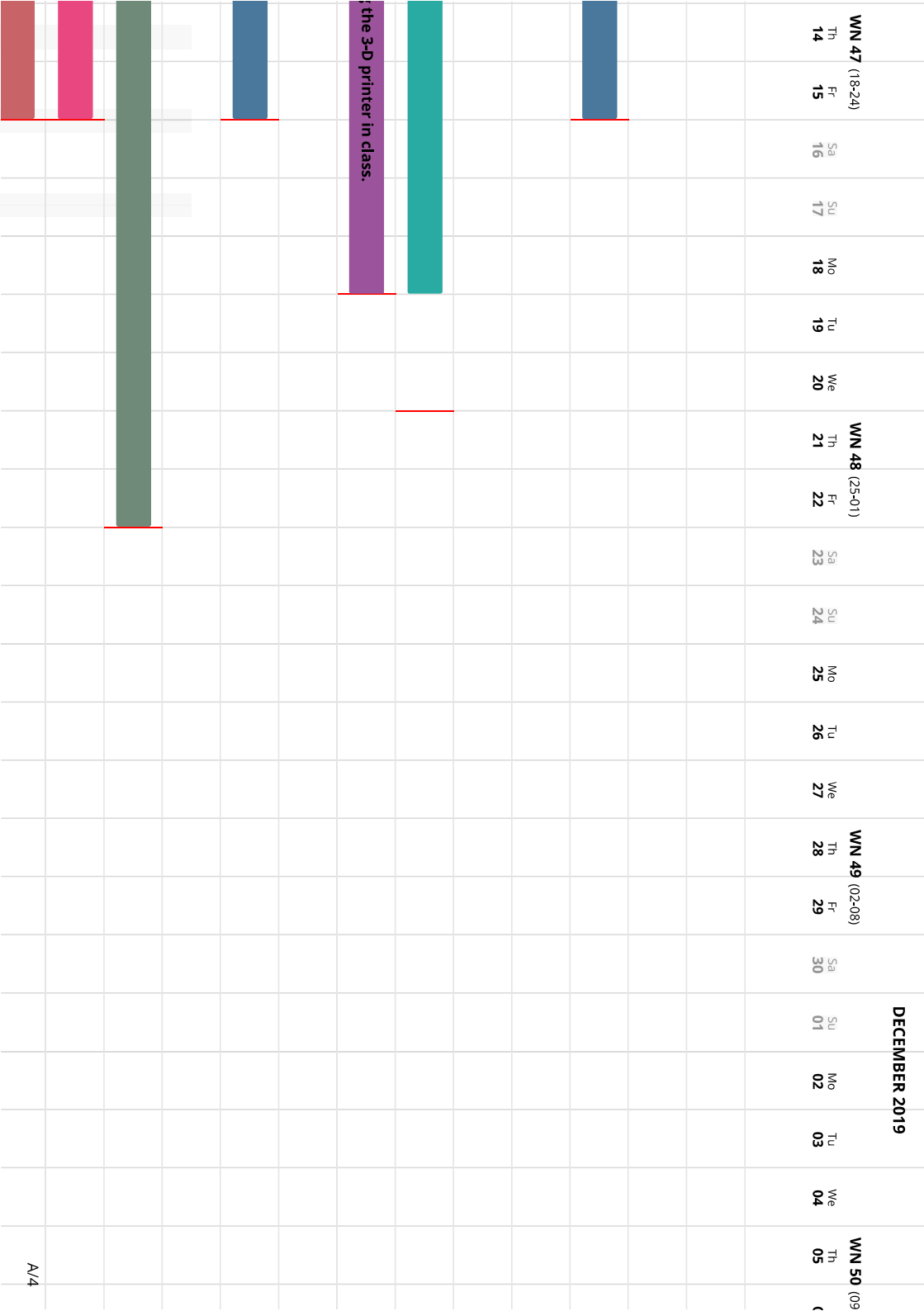


base of fans, puck, paddles, and detection.

and wiring led lighting to playing field and Arduino.

Design Arduino Code that displays the score on the LCD display and shines red or blue light depending on which player scored.

DECEMBER 2019



g score and shining correct light.

and improving aesthetics on the air hockey table by sanding/removing visually displeasing elements and adding designs that improve playing experience (goal lines, center line

