Software Engineering

Logic Components

Final Tasks

* 10 minute presentation
  + Should be perspective of end-user, instead will do the following:
    - Introduction to digital circuits, IC Chips, breadboard prototyping
    - Talk about the purpose of our software, what end result will be
    - Demonstrate what we have done (IC chips, breadboard modularity, user interaction)
    - Next steps
  + No documentation
  + Each user demonstrates their contribution
  + Design iterations (filler if required)
* Working prototype, separate demonstrations (show blueprints, explain)
  + Breadboard demonstration, show it sends/receives power from any ICchip
  + Show how ICchips work
  + Show user interaction
* Documentation (make separate video)
  + Flow charts for blueprints
  + Use-case diagram
  + Timeline
  + Proposal
  + File organization
* Next steps
  + Breadboard fully working
  + Make children for IC chips (labels and everything), make sure they work with breadboard