

EE/CprE/SE 4910 WEEKLY REPORT 1

8/25/25 – 9/23/25

Group Number: sdmay26-40

Project Title: True Force Technologies Arcade Rack

Client &/Advisor: Matt Post

Team Members/Role:

Jacob Garcia - Website Maintainer

Dylan Longlett

Andy Drafahl - Technical Communication

Fadi Masannat

Sofi Gutierrez

Parnika Dasgupta - Advisor/Client Liaison

Colin Yuska

(More roles will be determined when the project begins development.)

Weekly Summary

This week, one of our team members rebuilt our project website from scratch using Blazor to improve its overall appearance and added team bios. We also worked on our lightning talk presentation to make sure we'll be fully prepared for next week. Finally, we met with our advisor and client to brainstorm different possibilities for the arcade rack and settled on a clear direction for the project.

Past Week Accomplishments

Jacob Garcia

- Scrapped the default HTML template website.
- Made a new website using Blazor in C# and rebuilt the website from the ground up. (This way, it will be a lot easier to edit and make it look a lot nicer and stand out from the other groups.)

Parnika Dasgupta

- Coordinated meeting times with the group and the advisor.
- Sent all the necessary emails to help keep the team on track.
- Cleaned up every document before submission.

Dylan Longlett

- Started drawing up designs and sketches of potential implementations.

Fadi Masannat

- Attended the initial meeting we set up with the client.
- Got to understand the product and start brainstorming on ideas and applications with the team and client.
- Did product research to see what competitors are offering and if a similar product already exists, and if so, how the team can do it differently.
- Focused on one of the two possible paths for the project.

Sofi Gutierrez

- Discussed the project's vision with the team advisor and client.
- Began brainstorming execution strategies.
- Contributed content for the team website.

Colin Yuska

- Came up with ways to use the product in a commercial setting and to streamline the process for individual customization.

Andy Drafahl

- Prepared the slides for the lightning talk so that the team could simply add their speaker notes and be ready to present.
- Revised, rewrote, and reformatted the team report for submission.

Pending Issues

There have not been any unexpected issues so far.

Individual Contributions

Name	Individual Contributions	Hours This Week	Hours Cumulative
Jacob Garcia	Creating the basics of the team website.	5	5
Parnika Dasgupta	Coordinating schedules/meetings/emails, and also modifying and editing everything.	3	3
Dylan Longlett	Drawing designs and sketches.	3	3
Sofi Gutierrez	Brainstorming different entertainment ideas for the project.	2	2
Colin Yuska	Workshopping solutions for use in commercial settings.	2	2
Fadi Masannat	Brainstorming real-world appreciations, market research.	2	2
Andy Drafahl	Preparing team presentation slides, revising, rewriting, and reformatting the team report.	4	4

Plans for the Upcoming Week

The whole team will meet with our client/advisor to discuss what our first steps for the project will be. We will also finish preparing the slides for our lightning talk and do a practice run-through to ensure we can maintain brevity. Each team member will be responsible for their share of the slides.

Summary of Weekly Advisor Meeting

NOTE: This week, our client meeting and advisor meeting were combined into one.

9/15/25 Meeting Summary

The team learned from the client that currently, the project has no sound or LED interface on the hardware end. The software is tough to expand upon conceptually, since, at the end of the day, the user just pulls on the bar. The team also learned that the rack is not so much isometric-exercise-focused, but more of a carnival-style strength tester, so they considered a "sword in the stone" or Mjolnir theme using lights to display different intensities and a vertically oriented TV to display a lifting animation, as well as different ranks that will be stored in a leaderboard database.

The target usage of the arcade rack is at events like concerts or for company promotions, which led the team down two potential paths: a fully fledged arcade version for any passersby at events and an easily customizable, stripped-down version for different companies to adjust to their specific needs. The team will likely establish a foundation together before splitting off to focus on each version.

An existing React app and database are available, though the database isn't likely viable based on advisor feedback. The interface for the arcade rack could be mobile-based or PC-based since it's built in React. There's also the possibility of coordinating with the other team that is working with True Force, since they're specifically developing a mobile app for the rack that would likely have many helpful overlaps with our project.