

EE/CprE/SE 4910 WEEKLY REPORT 2

9/23/25 - 10/7/25

Group Number: sdmay26-40

Project Title: True Force Technologies Arcade Rack

Client: True Force Technologies

Advisor: Matt Post

Team Members/Role:

Jacob Garcia - Website Maintainer, Frontend Development

Dylan Longlett - Embedded Systems

Andy Drafahl - Technical Communication, Frontend Development

Fadi Masannat - Agile Manager, Backend Development

Sofi Gutierrez - Agile Manager, Backend Development

Parnika Dasgupta - Advisor/Client Liaison, Embedded Systems

Colin Yuska - Electronics, Embedded Systems

Weekly Summary

At the beginning of the week, the group was sent a previous group's code base in Gitlab. All team members pulled down the code to their machines, got it running, and examined the code base. One team member spent some time implementing the basic functionality of the application. The team discussed creative direction for the project, worked out a better workflow (specifically by setting an Agile development board for the team), and decided on a better time for team meetings. They also wrote out specific questions to ask the client to better understand some of the more unclear aspects of the project.

Past Week Accomplishments

Jacob Garcia

- Updated website.
- Began getting used to the old team's react app. Learning the codebase.
- Set up basic functionality for the app.

Parnika Dasgupta

- Downloaded the react app on VS code on my laptop and ran it
- Attended a meeting with the other True Force Group (made an email address for them)
- Kept on communicating with the faculty advisor

Dylan Longlett

- Attended meeting and worked out disagreements and overall vision of the project

Fadi Masannat

- Planned a rapid agile exposure talk to discuss with the team after class, breaking down the most popular agile methodologies eg: Scrum vs Kanban, and planning ahead with the team
- Learning the codebase, architecture, looking at potential weaknesses of the system and what needs the most work

Sofi Gutierrez

- Started up the react app. Learning the codebase.
- Updated the Agile Dashboard to include upcoming work
- Attended an extra meeting with the other True Force Group

Colin Yuska

- Attended an extra meeting with the other TrueForce Group
- Workshopped alternative theming designs
- Worked on the intended users portion of the design document.

Andy Drafahl

- Worked on the problem statement and intended users section of the design document.
- Cleaned up the design document.
- Brainstormed a project flow with the team.
- Attended an extra meeting with the other TrueForce group.

Pending Issues

The team ran into a disagreement about the theme and animation that they would use for the arcade aspect of the project. They decided it would be best to simply focus on getting the core functionality worked out and settle on a theme later, since it only factors in during the later stages of the development process.

Individual Contributions

Name	Individual Contributions	Hours This Week	Hours Cumulative
Jacob Garcia	Updated website. Learned codebase. General set up for app.	8	13
Parnika Dasgupta	Attended meeting and ran the old version of the app	1	4
Dylan Longlett	Attended meetings and worked on design	2	5
Sofi Gutierrez	Worked on finalizing agile dashboard, started the app, looked over the code	6	8
Colin Yuska	Attended both meetings and worked on alternative designs	4	6
Fadi Masannat	Planning the quick team agile talk, learning the codebase, started running the app.	3	5
Andy Drafahl	Worked on problem statement and intended users section of design document, cleaned up the design document, got code running on local machine, sent out team updates, attended extra meeting with other team.	6	10

Comments and Extended Discussion

The team has realized through their discussions that although the client's open-minded attitude has been very helpful for the brainstorming process, they need to get down to brass tacks, working out concretely what the client wants so that they can confidently move into design and development.

Plans for the Upcoming Week

Jacob Garcia & Andy Drafahl

Jacob and Andy will be starting on the overall design of the frontend. They plan to use Figma to visualize the screens and flows between screens. They'll also continue to break down and understand the code base so that the team only needs to do as much reworking as is necessary.

Colin Yuska, Parnika Dasgupta & Dylan Longlett

Our team will be reaching out to Matt Post, our advisor, about his thoughts on the best way to start the embedded systems work. For example if there is a data sheet for the hardware or if he has any recommended first actions, with the goal of beginning to workshop how we plan to tackle the new features in the system.

Fadi Masannat & Sofi Gutierrez

They will continue to add assignments and to-do tasks to the dashboard. Discuss the client's backend database with them, identifying areas for improvement and potential security enhancements. They will also revisit the team's chosen standards and start thinking more deeply and in more detail on how the team plans on applying these standards over the course of the project.

Summary of Weekly Advisor Meeting

During the combined advisor meeting on September 29, the teams clarified their development priorities. The other True Force team will focus on implementing Bluetooth functionality early on, as it is essential for their progress. Our team, on the other hand, will begin development independently of Bluetooth data since it won't be needed immediately. Both teams agreed to maintain open communication, especially regarding challenges with setting up the React app. Parnika is currently the main point of contact with the client, ensuring updates and coordination.

In the team meeting on September 30, the group decided to move away from the "Sword in the Stone" concept and instead focus on features that are applicable to both arcade and commercial versions of the product. A Kanban board was created to organize tasks, and Sofi sent out invites to the team. Fadi and Sofi will collaborate to introduce the agile development cycle with a short presentation to align everyone. Weekly in-person meetings were scheduled for Tuesdays to maintain consistent progress. Parnika and Andy are working on rescheduling client meetings, and the team has finalized role assignments.

Additional decisions included choosing a horizontal screen orientation for the game and signing an NDA. The team agreed to prioritize building a bare-bones version of the product first, recognizing its importance for early testing and iteration. There was also discussion around gathering more detailed requirements from the client to guide development.

For the next meeting, the team plans to ask several key questions: whether leaderboard data should be retained for analytics purposes (e.g., tracking user trends), if a product redesign is necessary, and whether there are funds available to support development.