

# EE/CprE/SE 4910 WEEKLY REPORT 3

*10/7/25 - 10/14/25*

**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

This week, we had a team meeting immediately after class, and we divided the team into smaller groups to tackle the project. During our meeting, we pointed out that we needed more people to help out with the frontend than with the backend. We discussed putting Parnika in the backend with Sofi and moving Dylan and Fadi to Frontend with Andy and Jacob (although we are still deciding on the best configuration for the team). We also put together a design on Figma for several screens of our app, with flows between each of the views to simulate the user experience. In addition, we wrote some code in the repository for a settings page to adjust the custom mode within the app.

## Past Week Accomplishments

### Jacob Garcia

- Website maintenance
- Studied the Figma design
- Set up the basics of the Customization Mode settings form

### Parnika Dasgupta

- Went over the code for the app
- Coordinated times for a new weekly meeting by getting everyone's schedules and availabilities
- Constantly communicating with the advisor and client
- Tried understanding the basic design on Figma
- Tried understanding the Agile dashboard made by Sofi

### Dylan Longlett

- Studied the Figma design
- Brainstormed different theming for the app
- Helped come up with designs for the app

### Fadi Masannat

- Started Working on Part 3 of the Design Document
- Launched the React App and started studying the architecture
- Found more react tutorials and am refreshing myself on the technology ( A few hours)

### Sofi Gutierrez

- Updated this week's work on our agile dashboard
- Looked over the basic design on Figma
- Looked into React tutorials to refresh my memory on react

### Colin Yuska

- Compiled several ideas for different embedded systems applications
- Assisted in putting a plan in action for the Electronics group to accomplish future tasks
- Worked to familiarize myself with the STM32 Nucleo-WB55 microcontroller

### Andy Drafa

- Created a Figma design for laying out the screens and flow of the app.
- Designed screens for the main menu, arcade/custom set-up pages, and arcade/custom play pages.

- Created a plan to shift roles to the frontend.
- Found React tutorials for the team to work on in preparation for the development cycle.

## Pending Issues

Our team is still figuring out how best to delegate work, especially since there aren't a lot of things to do right now besides long-term prep work. We're continuing to discuss how we can best work as a team and stay on the same page in regards to our overall design.

## Individual Contributions

Name	Individual Contributions	Hours This Week	Hours Cumulative
Jacob Garcia	Website Maintenance. Worked on setting up the Customization Mode settings form.	4	17
Parnika Dasgupta	Went over code for the app, coordinated meeting times, stayed in contact with the client and advisor, tried understanding the basic Figma design, getting more used to using and understanding Agile	4	8
Dylan Longlett	Studied the Figma design Brainstormed different theming for the app Helped come up with designs for the app	6	11
Sofi Gutierrez	Looked over the figma design and started watching videos on React to refresh memory and kept agile board updated	4	12
Colin Yuska	Began the planning and familiarization of the microcontroller platform our project will be using. As well as workshopping ideas for the electronics team to accomplish.	4	10
Fadi Masannat	Drafted a complete plan for the semester goals and tasks and deadlines, translated that plan into a Gantt Chart of four phases and 7 week sprints. Maintained and updated our Agile board and started working on Figma and structuring the App's code.	6	11
Andy Drafahl	Created a Figma design to collaborate on with Jacob, designed screens for the main menu, arcade/custom set-up pages, and arcade/custom play pages. Created a plan	4.5	14.5

	to shift roles to the frontend and found React tutorials for the team to work on in preparation for the development cycle.		
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## Comments and Extended Discussion

We started having some minor conflicts within the group. We were able to amicably discuss amongst ourselves and sort everything out.

## Plans for the Upcoming Week

### Andy Drafaht & Jacob Garcia & Fadi Masannat

Jacob and Andy will continue to work on the Figma design and start to implement features in the repository. Andy will run through React tutorials to prepare for the development cycle. Fadi will hop on the frontend side of things and will onboard with Jacob and Andy on the Figma wireframe, used libraries and start drafting applications and code for the Client's requirements. Fadi will also make a detailed semester goal plan and all upcoming sprints and make a Gantt chart of that.

### Parnika Dasgupta & Sofi Gutierrez

Will start working on the Backend.

### Parnika Dasgupta, Colin Yuska, & Dylan Longlett

Will work to start tackling what we want to accomplish in the hardware portion of the project.

## Summary of Weekly Advisor Meeting

This week, our advisor was sick and wasn't able to join us, but we were able to meet with our client, who gave us heaps of additional feedback. To name a few items, he gave us specifics on:

- Color schemes for the menus.
- Freedom of creativity for the arcade portion of the game.
- User record storing.
- Normative data.
- And, most importantly, the printout that users will receive after playing the game. This is actually the first time that we had heard about this, but it's a requirement that the client really wants to see, so we were glad we had the chance to clarify that detail.

We also showed our client the Figma design. He seemed very pleased with the direction of the project and shared our excitement about getting to the creative side of things.