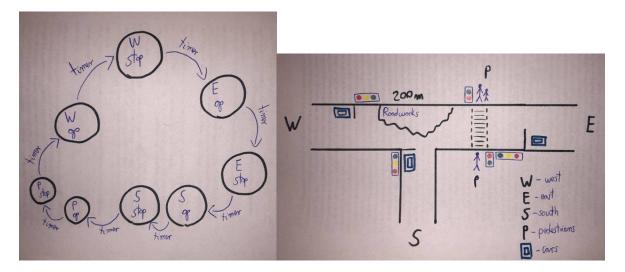
WRITTEN REPORT/TECHNICAL DOCUMENT FOR BLOCK 1 PROJECT



EXPLANATION OF THE TASKS AND ROLES OF EACH GROUP MEMBER:

Jan Ciepiela M00779169

- -slideshow (PowerPoint presentation)
- -video presentation of project
- -part of the design section of the project (FSM, calculations)
- -working on DrRacket code and finding solutions to certain issues and errors and making the code work

Haet Patel M00758340

- -working on DrRacket code and finding solutions to certain issues and errors
- -defining limitations to the project
- -setting up Zoom group calls for us to discuss certain problems and breaking down project into smaller pieces

Dhruvil Sachin Patel M00749715

- -part of the design section of the project (3D visual representation)
- -written report/technical document
- -defining limitations to the project

Priyam Rameshchandra Patel M00754186

- --part of the design section of the project (3D visual representation)
- -written report/technical document
- -defining limitations to the project

LIMITATIONS TO OUR PROJECT:

- -we were limited by our experience regarding DrRacket GUI and programming in general
- -the ongoing errors that occured all the time were issues such as: "unbound identifier" and "contract violation"
- -we were limited by the 3D software called "fusion 360"
- -the free version of the software allowed as to go only as far
- -some of the fusion 360 tools were difficult to understand
- -the fusion 360 software required a lot of processing power and we were limited by our hardware
- -most of the tools were only available with paid version of the software
- -due to lack of technical knowledge we couldn't attach the timing sequence to our code

POSSIBLE EXTENSIONS TO OUR PROJECT:

- -using arduino device would make a better representation of how lights work
- -adding timer to our DrRacket code would be a nice touch but we didn't know how to do it
- -the road layout could have been even more extended

POSSIBLE SOBS WE THINK WE HAVE COVERED:

19,20,21,231,232,333

295,294,221

22,10