# Team Members

## James Poirier

Perfect attendance thought grades 10,11, and 12 and graduated with honors (%90+) despite a relatively lower English grade. Has won awards for video editing from Atlantic film festival and Mining Association video contest. He came to the CET program to get a formal education inline with his passion for technology.

Strengths: Programming, Logical Circuits, problem solving, critical thinking

Weaknesses: Communication, presentation

Roles: Scrum Master, Companion Software Programmer, Micro-controller Research, Documentation

Contact: [w0287666@nscc.ca](mailto:w0287666@nscc.ca) OR jamespoirierjr@hotmail.com

## Paul Churchill

Worked for 2 years at a local pub while not in school. Has a passion for building and modifying desktop computers. Entered the CET program to further knowledge and find a path into the industry.

Strengths: Circuitry, CADD, problem solving, attention to detail

Weaknesses: Programming, scheduling

Roles: Circuit design, Circuit Assembly, Micro-controller Research Documentation, Presentation, Proofreading

Contact: [W0413444@nscc.ca](mailto:W0413444@nscc.ca) OR paulmatthewchurchill@gmail.com

## Nathan Saccary

Had distinction (80+) in grade 10, as well as highest distinction (90+) in both grade 11 and 12. Active contributor to benefits and drives in his home town and does fundraising for multiple health organizations (heart & stroke, run for the cure) and local sport teams. In his spare time, he is a computer enthusiast and weightlifter. Came to NSCC for the diverse IT programs and hands-on learning.

Strengths: CADD, semiconductors

Weaknesses: Programming

Roles: Chassis-modeling (Physical and CADD) Micro-controller Research, Documentation, Presentation

Contact: [w0288399@nscc.ca](mailto:w0288399@nscc.ca) OR [nathansaccary@hotmail.com](mailto:nathansaccary@hotmail.com)

# SMART goal

S – Our group wants to create a 14 button 2 analog stick controller that will work on PC though USB or Bluetooth. Our primary focus is build quality. We will be using wood as a chassis, and mechanical key switches for buttons (Cherry MX, Zealios, Gateron, etc). Along with the controller we want software that will make the buttons programmable to keyboard/mouse/controller inputs.

M – This project will be finished when we have a controller that’s sturdy, feels good to hold and press buttons, connects to a computer and functions in games/desktop.

A – All team members agree on the project idea and roles.

R – We need to find a microcontroller that will let us send controller/keyboard inputs to the computer. We’ll need a lot of research and development on creating the chassis.

Creating companion software might be hard depending on the chip in the controller. It might also cause input lag or computer slowdown if not done right so a lot of time will have to be put into it

T – A Functioning controller as well as a way to present all the research and knowledge we discovered along the way by be present for April 4th

# Expectation and Consequences

**Attendance/ Participation:** If you can’t show up or your late (when working on a physical competent) You will need to make up that time somehow (staying late, working at home, coming in early) Failure on this will cause deadline problems so your share of the group mark will be reduced or eventual removal from the group.

**Copyright:** copyrights issues will take down the whole project and our academic careers, everything must be triple checked and properly cited any sources of information used \*IMPORTANT\*

**Readjusting the workload:** If a task is difficult or we are hung up on a task. We can break the scrum task into smaller pieces so that more people can work on it.

**Decision making/conflict resolution:** First a compromise should be attempted. If a compromise would not be ideal (lowers the quality) The person whose role most closely relates to the conflict has more weight on their say. If it’s still undecided a third party will learn about both sides and choose.

Paul Churchill, James Poirier, Nathan Saccary