Caleb Monti
Brad Glaubitz
Henry Sanders
Chris Kane-Pardy
7 October 2024

Practicum Team 1

Meeting runtime: 4:15 PM -

Practicum Project Ideas:

Henry:
- Memory/rhythm game - similar to BopIt, but I'm thinking a sort of like drumpad with X number of pads that light up and play a sound (tbd) in a particular order which the user then has to repeat back. Must have scaling difficulty within each predetermined difficulty mode. Needs main menu for user to select what game difficulty/maybe mode they'd like to select. I like the idea of having multiple nodes light up/play that the user must enter simultaneously (think chords or like a kick drum and high hat at the same time). If user gets the sequence correct, one or two or three more entries are put into the sequence (depending on difficulty level).

- Electrically retractable roller shoes - mechanical ones already exist - but I haven't found any that are controlled electrically. Easily allows for actuators

- Other identification-based projects (inspired by pill identifier)
  - Rock/mineral identifier
  - Mushroom identifier

Brad:
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Chris:
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Caleb:
- Tileable led lights
- Velocity light ball
- RFID grid sorter

Summary: