**Standards – Slide 8**

Listed here are a few standards that were considered as applicable to the PETERS project. This Includes standard ECMA-404.(JSON data interchange), This is how we communicate to and from our Raspberry Pi and its peripherals.

Then there are IEEE 802.11 and 802.15 which cover Wi-fi and Bluetooth respectively. However because we are only using off the shelf wireless devices, these standards are already satisfied.

Because The Snow2 uses a lithium Ion battery, another applicable standard is EPA regulation 40 CFR 273.13(a). This standard talks about the proper handling of batteries and how they must be sealed and non-leaking at all times.

**Summarize – Slide 18**

To summarize, Project PETERS is about making an important technological change to a popular game.

This change will eliminate common game distractions by providing the user with important real time data.

We are proud to say the project is near completion.

Note-able hardware steps include the 3d modeling of hopper electronics system

On the software side, the networking software, the server software, and the HUD GUI software has been developed. So therefore effectively single user communication has been developed.

Looking forward we still need to model and print an enclosure for the server, as well as integrate cross user communication and focus on HUD integration

**Addressing comments - Slide 19**

Now we move to addressing comments made from our fall presentation. One comment was: ““It is possible that the P.E.T.E.R.S. could be utilized for malicious purposes.” While this is technically true, the same could be said for any piece of communication equipment. However, our system, in its current state, would be useless to use for nefarious purposes

for the following reasons. Number 1, our system utilizes unencrypted transmission, and number 2, our communication runs on a jammable consumer wifi network.

The other comment we received from our fall presentation was “Design content of EE. Vs Design of Software should be explicitly stated” The majority of our hardware design and circuit construction was based on COTS. However there were various electrical design considerations such as power

**Problem Statement – Slide 3**

So, our research indicates that there is currently no single product available that addresses that addresses all of the most common distractions that a player faces while playing the game of paintball.

These distractions include checking teammate location, checking the amount of air pressure left in your tank, and checking the amount of paintballs left in your hopper.

We plan to utilize various sensors, a display, and a communication network to develop a single system which alleviates these distractions.

**Team member responsibility – Slide 17**

Shown here, is a breakdown of our team member responsibility. Similar to last term, Richard and Brett primarily worked on software while AJ and Antonio primarily worked on Hardware, and I acted as the go between helping out where needed.

The majority of the team’s future work will be spent field testing and polishing the final product.