

MAESTRO

Project Proposal
10 March 2011



The Keyboard Punchers

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Overview

- Expanding into another market
- Criteria:
 - Must have educational value
 - Must be on Altera DE2 board
 - Must use E100 processor
 - Must be cost effective
 - Must be completed by 15 April 2011

Overview (continued)

Maestro

- Portable hand-held chess computer
- Offers multiple modes of play
- Appeals to a wide audience
- Meets criteria
- Prototype will be developed by 15 April 2011

Agenda

- Project Description
 - Background
 - Physical Description
 - Functionality
 - Meeting company criteria
- Work Plan
- Summary
- Q & A

Background

- *Maestro* meets the criteria provided by Little Toy Blue
- *Maestro* is:
 - Unique
 - Fun
 - Engaging
 - Educational

Physical Description

- Final product will be a thin handheld device
- Approx. 4" by 6"



Physical Description (continued)



Physical Description (continued)



Product Functionality

- *Maestro* offers three gameplay modes:
 - Single player
 - Two player
 - Puzzle solving

Input/Output Devices

- *Maestro* will require the following devices:
 - VGA Monitor
 - SD Card
 - USB Mouse
 - Speakers

Criteria

- *Maestro*:
 - Is educational
 - Is implemented on an E100 processor and Altera DE2 development board
 - Is simple and cost effective
 - Is capable of being mass produced
- Our team will develop a prototype by 15 April 2011

Work Plan

Week \ Task	Week 1 (14 - 18 March)	Week 2 (21 - 25 March)	Week 3 (28 March - 1 April)	Week 4 (4 - 8 April)	Week 5 (11-15 April)*
User Interface					
Two Player Mode					
Puzzle Mode					
Single Player Mode					
Debug					

*project is due for presentation by 15 April 2011

Summary

Maestro

- Portable hand-held chess computer
- Offers multiple modes of play
- Appeals to a wide audience
- Meets criteria
- Prototype will be developed by 15 April 2011

Maestro

- Thank you! Any Questions?



Please feel free to contact us at
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