ECE 411

Homework 2

Cameron Tribe

Sean Koppenhafer

Jaime Rodriguez

Travis Berger

**Decision Matrix:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Project Ideas** | **Jaime’s Order** | **Cameron’s Order** | **Sean’s Order** | **Travis’s Order** | **Total** |
| Secret knock detector | 4 | 4 | 4 | 3 | 15 |
| Automatic plant watering | 3 | 2 | 3 | 4 | 12 |
| Pattern recognition kids game | 1 | 3 | 1 | 1 | 6 |
| Pill dispenser | 3 | 1 | 2 | 3 | 9 |

To eliminate three of these, we each listed our most desired choices from first to last. We assigned numerical values to each position, for example out first pick got 4 points, second got 3 and so on. After we each had our lists, we added up the total points and chose the one with the highest amount of points. We all agreed that the scope of secret knock detector was on par with the objective of this course, and would be feasible in the remaining time. It was also agreed that this particular project would be interesting for all of us, as it has components that cross over in to all of our fields of study.