Weeks 3 - 4 Status Report

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**Section:** 9 AM

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1. How did insights from the Customer Discovery Dinner inform the development of your Problem Definition? Provide specific examples. *(25 points)*

From the customer discovery dinner, we learned that a key feature our customers wanted that we had not anticipated was a timer to prevent long turn times. This was then incorporated into our problem definition. We also learned that our customers liked the idea of a digital scorepad but were not as interested in lights and sounds from a board game, so we took those features out.

2. How did the Business Model Canvas, Problem Definition, and Block Diagram assignments inform your microcontroller selection? Provide specific examples.  
*(25 points)*

From our business model canvas and problem definition, we knew that our board game needed to include a real time clock, keypad, and display to meet our customers’ needs. These components, along with over 50 digital switches and the Particle Photon, all need to use serial communication, which was represented in our block diagram. This was then reflected in our microcontroller selection in that we made sure to choose an MCU with a sufficient number of serial interfaces.

3. How will you individually contribute to the project in the next 2 weeks? *(25 points)*

I will contribute personally by completing the major component selection for my subsystems and by ordering samples of our chosen microcontroller and by ordering the components for my subsystems. I will also begin designing the circuits for my subsystems and architecting the software.

4. What resources do you need to be more productive? *(25 points)*

I do not know of any resources that we need to be more productive at this time.