Weeks 9 - 10 Status Report

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**Section:** 9 AM

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1. What did you individually learn from the feedback you received and/or from reviewing others’ designs during the design reviews? Provide specific examples. *(25 points)*

I learned that it is important for the steps on both of our software activity diagrams (we have one for each board) to coincide. That is, it should be clear where and how the boards are communicating with each other on both diagrams. I also learned that I should make the description for my subsystem clearer on the block diagram by including the type and number of sensor I am using.

2. How have you individually contributed to improving your team’s design since the design reviews? Provide specific examples. *(25 points)*

I have made our software activity diagrams more descriptive in the ways described above. I added that we are using 48 hall effect sensors, and I added blocks to clearly show when our boards are communicating with each other on each of the software diagrams. I have also increased our confidence in our current design by testing that our hall effect sensors work as expected on my subsystem PCB. Finally, I helped complete our full PCB by associating the footprints and laying the components on our game board PCB.

3. What are the biggest challenges your team will face for the rest of the semester, and how do you plan to overcome them? Provide specific examples. *(25 points)*

A big challenge will be getting our capacitive touch buttons to work. We will overcome that challenge by programming and testing the capacitive touch sensors right now with one of our subsystem PCBs. Another challenge will be programming our microcontroller in general which we are currently learning how to do with the subsystem PCBs, and once we have it figured out, we will work on programming throughout the rest of the semester.

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

I will contribute to the project by programming the PIC on my subsystem PCB. I will also order the additional parts that we need for our full PCB. I will share what I learn about the programming with my teammates and I will set up a system for easily sharing our code. I will also solder the components for my subsystem onto the full PCB and test their functionality once it is done.