First Design Review went bad and we can do better. Major points that were mentioned that are easily improvable. (For slides, not technical)

* annotate figures on slides
* focus more on the annotations instead of the bullet points
* be more specific
* dont break up block diagrams, add info to all blocks
* signals in all blocks
* new block diagram added to assignments
* say if something is overly simplified. That’s ok, but it needs to be explicit
* Always include versioning
* self documenting!
* slides have clear intro conclusion

Some suggestions for steps that we can take

* We have slides for every Friday meeting with Alexey
  + We have alexey for two hours lets use it
  + Have slides and a presentation prepared for a weekly design review
  + Can still ask questions when we need it, only one week of work not three
  + This also gives us another couple of practice runs before the next design review, and we will have iterated slides and practice on most slides prepared for the design review
  + Any errors or suggestions can be pointed out by alexey
* Trello Cards
  + Make a slide after every Trello Card
    - If the card is large, such as root locus, which contains terrain tracking path following etc, make multiple small cards, have a checklist in the card, or find another way to break it down.
  + Have the slides prepared for every normal meeting and sprint meeting. Not only is it practice and help us make slides in advance, it helps us keep better track of each others progress
* Designate someone in charge of the presentation
  + This includes the ability to reject slides or reorder slides
  + They do not need to be the one to lead the presentation
  + Might want to add in the team charter. Big job considering the work we need to do
  + Also should have slides prepared to go at least 24 hours before the presentation
    - If there are a couple slides added later since the work is still being done, that is ok, but all slides where work has been completed should be finished so we have time to review and fix if necessary.
* Do not only present by person or area
  + When we needed to answer the physics question in Dylan’s CAD section, we should have had physics first. George’s control section belongs later, but the physics should be earlier. Need to be more flexible even if it means switching back and forth
* Make equations pretty, use editor
* We need to make lots of pretty graphs and diagrams and figures
  + Everyone reread the document covering all of this
  + Make fonts big when possible
  + Generate the pictures and everything as we go. It also helps with our progress reports to each other
  + Makes simulations wherever possible, including optimization problems. Do not rely on Isaac for all of that. His job is to simulate functions and check for system validity, not to find the optimal solutions for everything
  + Do not just make the graphs for the presentation. They are good for the team and project as well, and annotations will help us too. If we do that properly, we can import them into the presentation and only need to add title and
* We need to create and follow a slide template
  + Should submit Template to Alexey and see if he approves
* Should only use discord during the presentation for quick reminders to each other about something to talk about or something along those lines, try to avoid the “lmao” again
* Submit slides to the optional assignment
  + Doesn’t need to be complete, but if we do the slides as we go, we can have a large chunk reviewed and see any potential problems in time to fix