Week 10:

Date: 10/28/2021

Total hours: 6

Description of Design Efforts:

In summary, this week was a lot of planning. We decided not to start on the rig yet, as game logic is our number one priority. As well as packaging should be finished before a rig could be thought of. Lastly, we do not know where the spark challenge will be at so we will have to plan in preparation for the specific room.

- Packaging

We printed out the specifications and sent out the paper to the machine shop for approval. It should be done by the time we will need it.

- PCB Order

I got a text on 10/21 that it was out for delivery and a text today saying that it has been delivered (10/28). To where it has been delivered, I do not know. So hopefully it's delivered to EE rather than to an airport/warehouse.

- Game Menus

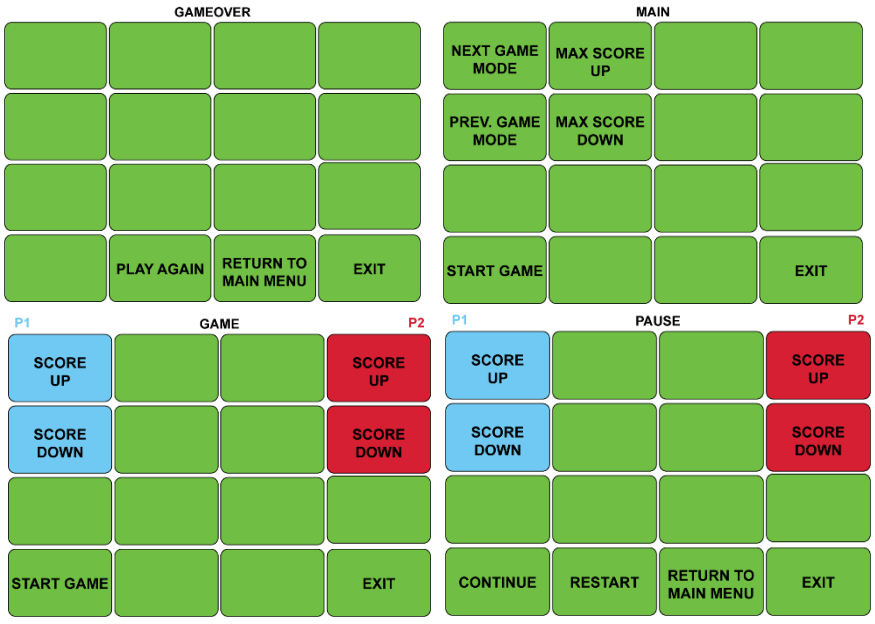

Fig. 1-4 Are all the menus that are going to be included in the prototype as of right now

The figures above show each state the game can be in. Main – the start menu that you will be able to select a game mode from and the max score you want to play to. Game – start of the game you have selected. You are allowed to change the score during it to adjust the handicap for skill disparities. Pause – between points, you can adjust points, restart the game or return to main menu. The gameover menu will allow you to play again and send you to the game state or back to the menu.

With all of these states implemented, we will be able to do a lot more in software. We will be able to add visuals to gameover, a basic ping pong game scoring, and start coding some minigames.

- Next week

SOLDER TIME. We will be debugging the pcb as we add things to it slowly. I want to be able to test the piezo circuit in two weeks to see if the signals have changed in any way. Otherwise, it's coding and soldering for the next few weeks. I have been grinding hw this week to make time for soldering this week and we'll see if it has paid off.