

WEEK 6:

Hours: 12

This week I don't have much in the way of demonstrable progress, as this is my individual assignment week and I have been focusing on the software formalization. At the beginning of the week I finished painting our table, shown below.



After that, it was important to me that the team get together and talk over every part of the software that we think we need. We spent a while in front of a whiteboard working out the final structure as a team, which should make it much easier for me to complete the software formalization document.



I also completed some minor tasks, like helping Micah test his bounce detection code, and talking with Bartosz about features I want in the final PCB to make it easier to test, debug, and extend later. Next week we hope to have PCBs on the way, and design review will be just around the corner, so it should be a flurry of activity, mostly testing and working on our presentation.