Week 2 Progress Report:

As a team we made progress towards an initial prototype. This involved developing and starting a few key functionalities, including interfacing with the depth camera we acquired, testing our first contact microphone, and setting up communication between our two microcontrollers.

Personal Contributions:

- Rewrote project description for final project proposal
- Continued to prototype game logic for primary controller
    - This code is important for synchronizing tasks between the two devices, and appropriately register bounces, by flagging cords when a bounce is detected.
    - Idea for structure:

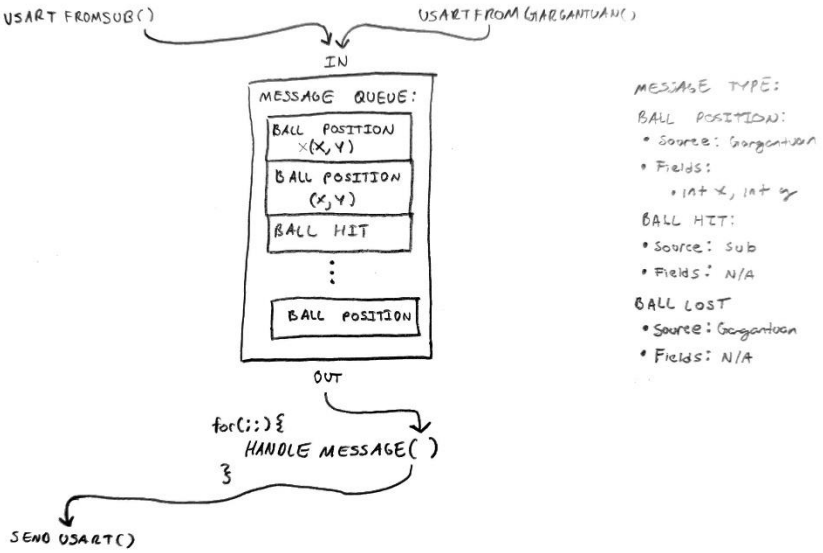

Figure 1: Game logic Structure

    - Code location: https://github.com/purdue-RACHEL/dom-controller/tree/gameLogic
- Documented project functionality, power, and temperature limitations in A2
- Attempted to fix graphical environment bug on raspberry pi
    - Bug: startx does not output graphical environment to hdmi

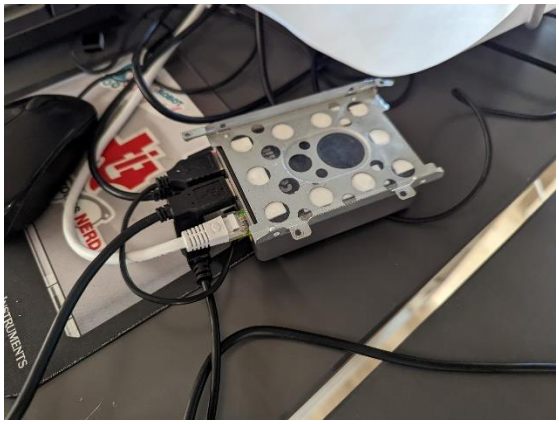

Figure 2: Raspberry Pi for Prototyping

- Purchased table tennis table for prototyping:

Figure 3: Table Tennis Table

- Worked towards using openNi2 with XtionPro Live

Figure 4: XtionPro Live Depth Camera