	Weekly Work Breakdown Table		
Week #	**Software Team**	**Hardware Team**	**Bridging**
1	Work on Lab 0 – Introduction to STM32, C programming	Create voltmeter, ammeter, ohmmeter circuits' draft #1.	Hardware and software teams share their progress.
2	Work on Lab 1 – Introduction to uVision IDE	Test the draft #1 of all circuits.	Hardware and software teams share their progress.
3	Work on Lab 2 – Working with GPIOs	Optimise draft #1 and create draft #2.	Hardware and software teams share their progress.
4	Work on Lab 3 – ADCs, timers, interrupts, and the LCD	Test the draft #2 of all circuits.	Hardware and software teams share their progress.
5	Based on the specifications, the first draft of the code can commence development. First for DC voltages	Optimise draft #2 and create draft #3. Make a detailed specification sheet of the hardware to help the software team write the code.	Hardware and software teams share their progress. The hardware team go through all the hardware specifications with the software team.
6	Test DC voltmeter code and commence work on the ammeter and ohmmeter code.	Test the draft #3 of all circuits.	Hardware and software teams share their progress. Hardware team helps software team with any doubts in the specification.
7	Test the ammeter and ohmmeter code.	Optimise draft #3 and create final draft #4, making sure hardware follows the proposed specifications.	Hardware and software teams share their progress. Hardware team helps software team with any doubts in the specification.

8	Work on AC voltmeter code.	Build the final draft (#4) on the breadboard.	Hardware and software teams share their progress. Hardware team helps software team with any doubts in the specification.
9	Test the whole code without the hardware (using external variable power supplies)	Finish building the final draft (#4) on the breadboard. And test without software (with external variable power supplies).	Prepare the team for the bridging process (when hardware and software are merged).
10	Test the whole code with the hardware prototype.	Test the breadboard prototype with the software.	Bridge the hardware and software, debug and fix any issues that arise on the way.