1/17/2020 meeting

**To Do:**

|  |  |  |
| --- | --- | --- |
| Week # | Tasks | Notes |
| Week 2 | Laser cut one square  Cap sense  Write up for game  Order wire spool | Making sure connectivity fits/works through layers |
| Week 3 | 2/6 Make one whole face   * Laser cut with layers   1/21- Integrate capsense + LED strip  Redo prototype  Final idea of game | Redo prototype for one face with longer wire to test connectivity and sensitivity |
| Week 4 | Start designing program itself for game   * Pattern light up - user imitate it   2/7 Laser cut acrylic squares for one face  PCB schematic + TEST + design + order |  |
| Week 5 | 2/ 6 Integrate capsense + improve touch sensitivity  Actually begin coding |  |
| Week 6 | Research sturdier wires  2/13 Begin setting up LED’s  2/13 Begin integrating code and capsense |  |
| Week 7 | Modify the face Fusion  Assembly of one face  More rugged/reliable face/squares  Setup LED’s  Make squares look pretty  Copper Tape going border of wood |  |
| Week 8 | Debug & assembly |  |
| Week 9 | Have someone look at design of whole project  Cut out another face  -Figure out communication between two microcontrollers   * Make sure acrylic squares fit in the face * Assembly   -Solder PCBs |  |
| Week 10 | -Assembly |  |
| Finals week | ? |  |
| Spring break | -Cutting Chimney, Base, & top/bottom fourface  -design chimney/ power supply box |  |
| Week 1 | -Assembly |  |
| Week 2 | -Assembly |  |
| Week 3 |  |  |
| APRIL 17th |  |  |

**Programming teams:**

* **The game:** Noah, Anthony, Sophie, Alyssa, Michelle
* **Embedded systems:** Christian, Noah, Anthony, Victoria

**PCB Team:**

* Christian, Patrick

**Explanation of technology:**

* Capacitor?

**Game**

* Idea
  + LEDs will turn on and off when showing the pattern and when player repeats pattern (touches square)
* Elimination
  + Everyone at same pace?
* Point system
  + Self pace (code harder?)
* Pattern
  + All have same patterns
* Sound
  + Engraving themes
  + GUI
  + Sabotage
  + Green Screen (win), Red ‘L’ (loss)
* Programming
  + Multiple microcontrollers
  + Capsense + LED strip
  + Game

**BASE**

* 3 ft (chimney)
* ½ ft for base