

Meeting Log:

2/16 Meeting

- Discussed how to proceed with the project
- Decided to use OpenGL to implement robot arm
- Set up task allocation for all group members

2/23 Meeting

- Finished robot arm mechanics in open GL
- Begun implementing UI using FLTK

2/26 Meeting

- Finished forward kinematics calculations
- Worked on tracking end effector and moving OpenGL work into an FLTK Window

2/28 Meeting

- Moved OpenGL work into FLTK window and buttons implemented, not working 100% yet
- Continued work on end effector tracking

3/2 Meeting

- Completed UI, used glui instead of FLTK for window
- Completed end effector tracking and painting function
- Completed Report