## Improved Salmon and Trout Egg Counter Weekly Progress Report

Report date: 4/3/2022

## • Last Week (time in hours)

- o Team Review
  - Had a couple of meetings online with each other during break as well as in person with Curt. The main build is close to being done and we had some good progress on the motor circuit, the pump situation, the Pi code, and the user interface.
- Sydney
  - Went to Jensorter over spring break, worked on building the main chassis.
  - Went to home depot to get parts.
  - Went to Pats to get the disk cut and the hopper cut.
- Sean
  - Optimized Camera program to meet speed requirements
  - Improved camera to remove small bits for robustness
  - Generated rough total count code & improved image labeling code
- Agustin
  - Went in person to Jensorter to work on the following:
    - Built the power design using the Ryobi Battery
    - Helped cutting out of the Disks and Hopper
- Trueman
  - Completed the stand of the counter. Base, arms, board, and slide are all assembled
  - Worked on User Manual

## Next week

- Team Plan
  - Team check in with class, working together at jensorter, go to surplus gizmos
- Sydney
  - Implement all five sensors together
  - Start the final report
  - Source the screen
  - Go to jensorter and surplus gizmos, get armatures figured out there
- Sean
  - Implement Rough Counting Code into Pi
  - Draft Block Diagram for data inputs
  - Pi Startup code
- Agustin
  - Help the team complete a chassis and test our design
  - Design and build a functional start and stop circuit for the motor

- Trueman
  - Update b.o.m.
  - Finish User manual for current design

## Blocked

- o Team Blocks
- Sydney
  - Needed to go into jensorter last week but was denied
  - Needed the disc cut for testing... will make do with record player
- Sean
  - Need to get LCD to test i2c on
  - Dealing with speed (when low power since pi is slower)
  - Overheating issues when pi is running
  - (All solvable by taking a picture of multiple rows, argh)
- Agustin
  - •
- Trueman
  - •