MTRX2700 Major Project

Group: *Name undetermined*

Meeting 2

02/05/2024 10am
In-Person

Attendees

Annabelle Flannery (AF)
Devagya Budhiraja (DB)
Varun Varshan (VV)
Zahi Al-Aker (ZA)

Apologies

Shirley Wong (SW)
Mike Delano (MD)

Previous Action Items

Action	**Owner**
Initial board layout and hardware considerations	AF
Initial prototype designs for spring and flipper mechanisms	VV
Initial RFID and sound mechanism designs and considerations	SW
Software aspect of RFID, motors and flipper mechanism	DB
Initial ideas for timers, and scoring and sensor interfaces	MD
Initial designs and layout for front end GUI	ZA

Agenda

1. Review previous action items
2. Members to update team on progress
    a. Initial design for flipper and pop mechanisms drafted (VV)
    b. Outline and dimensions for physical structure drafted (AF)
        i. Needs dimensions of components to be housed to organise interior compartments, will finalise by next meeting
3. Discuss next steps and actionables
    a. Continue with previous action items (only been 2 days since last meeting)
    b. Discussion with tutor:
        i. Anything written in a language other than C will not be marked
        ii. Points to be calculated and displayed from the STM32
        iii. Size confirmed as ok
        iv. Discussing current modules and plans for mechanisms (e.g. using solenoids), need a variable/analogue input
        v. Using a smaller server motor with the laser or an LDR to detect whether a ball passes through instead of the pan-tilt module (smaller and may be easier to implement)
            1. Pan-tilt good to include but not a priority
            2. Must have analogue inputs and outputs
        vi. Start with the paddles and storing scores, then move onto bumper
4. Plan next meeting
    a. Sometime later this week, to be determined
5. AOB

Minutes

1. Review previous action items
2. Members to update team on progress
3. Discuss next steps and actionables
4. Plan next meeting
5. AOB

Action Items

Action	**Owner**
Continue with initial board layout and hardware considerations	AF
Continue with initial designs for spring, flipper, and pop mechanisms	VV
Start RFID and sound mechanism designs and considerations	SW

Start on software aspect of RFID, motors and flipper mechanism	DB
Start on initial ideas for timers, and scoring and sensor interfaces	MD
Start on initial designs and layout for front end GUI	ZA