

*EE/CprE/SE 492 Bi-Weekly Report*

*12/02/2019 – 12/06/2019*

*Group Number: sddec19-23*

*Project Title: Network Arcade Platform*

*Client: Joseph Zambreno*

*Team Members:*

- *Evan Mandle: Team Lead*
- *Alex Carpenter: Chief Engineer – Hardware*
- *Bryan Johnston: Chief Engineer – Software*
- *Alexander Schneider – Chief Design*
- *Zach Serritella – Meeting Facilitator*
- *Brian Shanders – Report Manager*

**Weekly Summary:**

For this week, the team worked on finishing everything and finetuning the cabinets. Control configurations continued, with an added focus on getting all the Daphne games to configure and test. Testing continued with a focus on game performance, netplay, and controls. New additions were added to the game library from the following systems: SNES, Dreamcast, and Gamecube.

Control holsters were added(Fig.1) on as well as getting the power management system integrated with a button on the bottom side of the cabinets to turn off/reboot the system(Fig.2). Also, added on vinyl for both control panels and headers(Fig.3 and 4).



Fig.1 Updated Controller Holsters

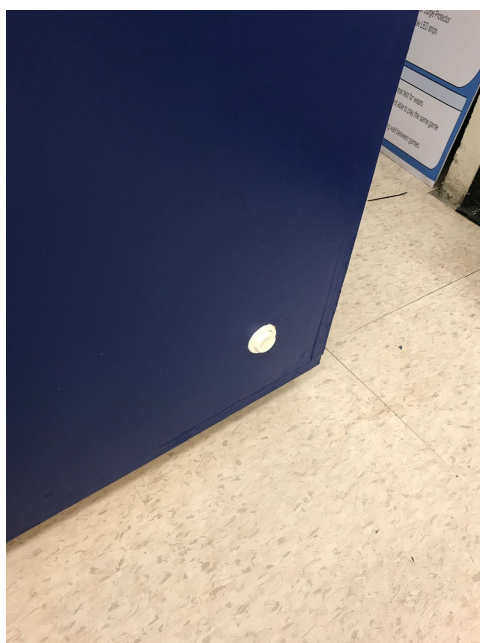


Fig.2 Power System Button

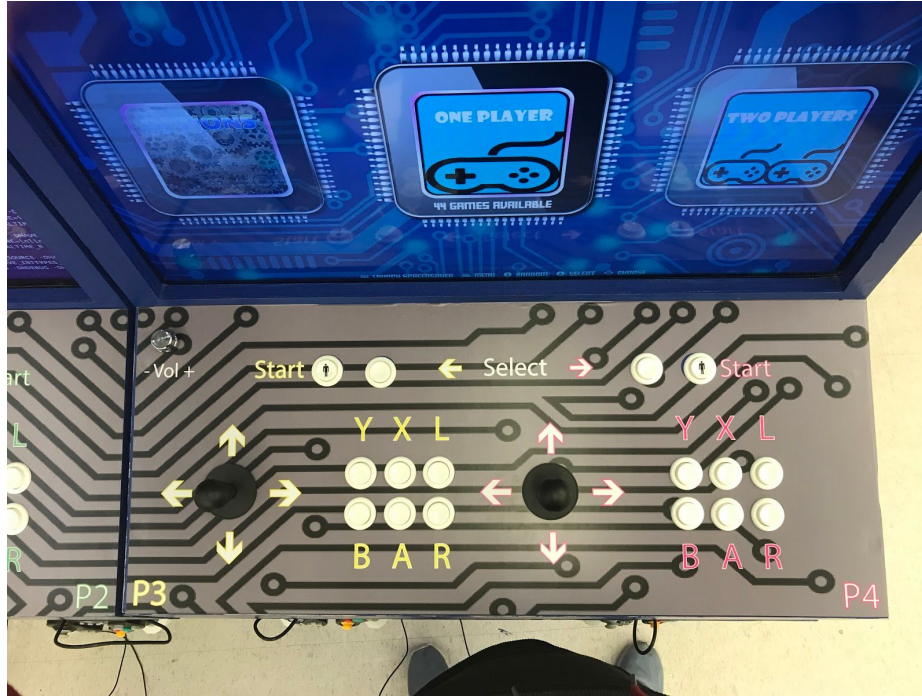


Fig.3 Control Vinyl Layout

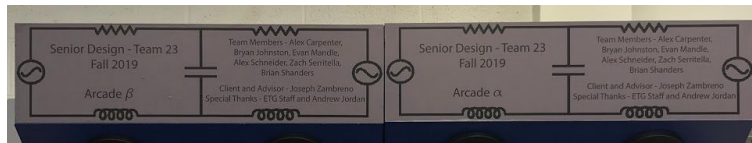


Fig.4 Header Vinyl Layout

Finally, with the aid of our advisor, worked on an error of the GameCube emulator not properly connecting to netplay.

### Past Week Accomplishments:

- **Evan Mandle:** Got Daphne transferred over and running well. Updated the systems, and worked on touch-ups.
- **Alex Carpenter:** Applied vinyl sticker to the control panels. Reviewed the design document and worked on securing the controllers to the cabinet.
- **Bryan Johnston:** Finished the acrylic front panels. Applied vinyl to the controller surfaces. Helped Evan install the GameCube controller mounts.
- **Alexander Schneider:** Completed necessary and assigned documentation. Obtained further games and added them onto the system. Performed NF/F Testing in several areas of the system.
- **Zach Serritella:** Worked on the design documentation completion. Gave the 2 cabinets a final coat of paint. Help with the configuration of games and helped with fixes.

- **Brian Shanders:** Print and mounted poster, assisted with control configuration on Daphne. Loaded new Dreamcast, SNES, and GameCube games into cabinets and reorganized collections. Worked on presentation slides and on the Bi-Weekly report.

**Pending Issues:**

- **Evan Mandle:** Gamecube netplay host issues. Daphne scaling issues.
- **Alex Carpenter:** Securing controllers to the cabinet.
- **Bryan Johnston:** N/A
- **Alexander Schneider:** Other residual group projects. Complete Dreamcast configuration.
- **Zach Serritella:** None
- **Brian Shanders:** Other group projects, photos on current presentation slides are out of date due to new additions, collections needed to be updated with new additions of games.

**Individual contributions:**

<b>Name</b>	<b>Individual Contributions</b>	<b>Hours this week</b>	<b>Cumulative Hours</b>
<b>Evan Mandle</b>	*See past week accomplishments	20	192
<b>Alex Carpenter</b>	*See past week accomplishments	18	169
<b>Bryan Johnston</b>	*See past week accomplishments	15	78
<b>Alexander Schneider</b>	*See past week accomplishments	38	128
<b>Zach Serritella</b>	*See past week accomplishments	32	132
<b>Brian Shanders</b>	*See past week accomplishments	21	105

**Plans for the Upcoming Week:**

- **Evan Mandle:** Prep for the presentation and finalize project.
- **Alex Carpenter:** Prep for the IRP presentation and polishing of project.
- **Bryan Johnston:** Preparing for the presentation and the industrial panel.
- **Alexander Schneider:** Attend IRP presentation & industry panel; perform additional touchups whilst shifting focus towards other group projects.
- **Zach Serritella:** Need to practice for the presentation and the industrial panel. Work on getting everything finalized.

- **Brian Shanders:** Finish presentation slides and practice, assist in finalizing the project and game organization.

### **Summary of Weekly Advisor Meeting:**

#### Week 1:

The team did not meet with the advisor during the break as all members of the group were not present.

#### Week 2:

The team updated the advisor about the status of the project. The team had its poster all set up; updated the library to add more games from SNES, Dreamcast and GameCube systems; and testing a few games out with the holster setup. The advisor was concerned about the holes for the holster being too tight, having to force the controller in to turn off GameCube controls. The advisor suggested sanding the holes down a little so the controller can have a nice fit. Other than that, was pleased with the seamless transition of controls.

The team was concerned with different screen formats with Daphne games on the second cabinet. The advisor suggested making a ghost hard drive to get the exact files made on the first cabinet and replace the files on the second cabinet to make sure the two are 100% the same. Finally, the team asked for help with netplay with GameCube, since it won't connect ever since the fall break.