

## *EE/CprE/SE 491 Weekly Report*

*04/06/2019 – 04/12/2019*

*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:**

On Saturday, April 6th, the team met up and worked on the revision of the Project Plan, as well as worked on the presentation for the end of the semester. On Tuesday, April 9th, the team worked on getting a time frame for the final presentation as well as assigning tasks for the week. The team worked on getting the second computer running and start installing all the necessary programs from the first computer. Also, worked on power management for the entire arcade system and main menu.

### **Past Week Accomplishments:**

- **Evan Mandle:** Worked on researching the power management aspect of our drawing. Created a block diagram seen below. Also, help get the second machine running.
- **Alex Carpenter:** Worked on presentation slides and on revising the Project Plan. Performed research on the power management system and research on how to turn on all devices connected to the system. Also, performed more research on getting two controllers to work in one input.
- **Bryan Johnston:** Installed Linux on the second machine and set up the emulator with Evan. Also, work on the Project Plan and the presentation slides.
- **Alexander Schneider:** Worked on Parts list, presentation slides, and machine documentation.
- **Zach Serritella:** Worked on the presentation, agenda and then some research on some power.
- **Brian Shanders:** Worked on presentation slides and revision of Project Plan. Also, research to get more information on game descriptions: genre, number of players and

year it came out. Looked into more about an automated system to fill in the game description, which RetroPie has and found a setup online to get it to work.

**Pending Issues:**

- **Evan Mandle:** Need to finalize all of the potential power issues and find a solution to them.
- **Alex Carpenter:** Need to finalize designs for interfacing the controllers and designs for the power management system.
- **Bryan Johnston:** None
- **Alexander Schneider:** None
- **Zach Serritella:** None
- **Brian Shanders:** The source that RetroPie uses to get description information doesn't have all the games in the game list, or have lackluster descriptions.

**Individual contributions:**

Name	Individual Contributions	Hours this week	Cumulative Hours
<b>Evan Mandle</b>	*See Past Week Accomplishments	5	53
<b>Alex Carpenter</b>	Presentation, revisions for the Project Plan, research for power and controls	7	44
<b>Bryan Johnston</b>	Installed Linux, presentation revision, researched speakers	7	41
<b>Alexander Schneider</b>	* See Past Week Accomplishments	4	36
<b>Zach Serritella</b>	presentation, research, agenda, and power.	5	36
<b>Brian Shanders</b>	Presentation, Project plan revision, Research, Weekly Report	6	37

**Plans for the Upcoming Week:**

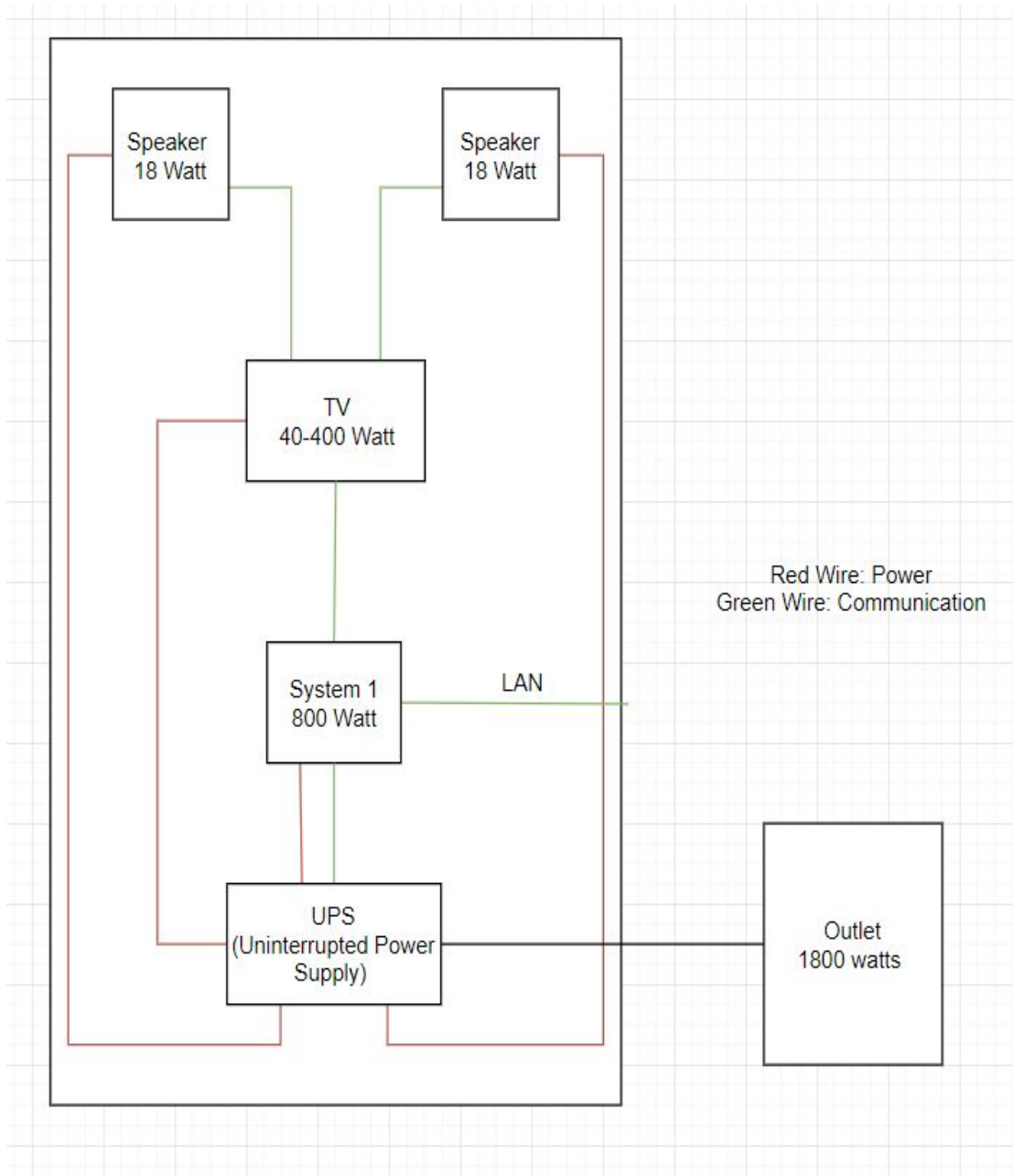
- **Evan Mandle:** Work on the current issues for power management.
- **Alex Carpenter:** Work on power management system and controls interfacing.

- **Bryan Johnston:** Work on setting the network-play with the two machines.
- **Alexander Schneider:** Work on presentation and documentation.
- **Zach Serritella:** Work on presentation and getting the documentation figured out.
- **Brian Shanders:** Look into more about how to manually enter in descriptions in Retropie. Help out with presentation slides and talking points.

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

This week, the team gave an update to the main menu and parts lists, as well as plan for power management to the advisor. The advisor emphasis documentation to make sure the team knows what to do at the beginning of next semester: coding, testing, designs of components, etc. With this, the team can use it to aide in the final presentation and adds perspective to future students. Also, making sure at least to update the advisor once a month over the summer in case the team works on it further.

## Appendix



Block diagram of power management system