EE/CprE/SE 491 Weekly Report

04/13/2019 – 04/19/2019

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 Tuesday, April 16th, the team had a meeting regarding finalizing the Project Plan revision, as well as worked on the presentation. The team learned that the presentation time will be on Monday, April 29th at 3 pm. Also, the team assigned tasks for the following week. On Thursday, April 18, the team met up and worked on updating the website to include each member's photo and information about themselves. Also, the team updated the games and the descriptions using the built-in scraper system in Emulation station. It is worth noting that much of this week's work was documentation-based, so there are no figures with this report.

Past Week Accomplishments:

- **Evan Mandle:** Worked on getting the one game the advisor requested, Dragon's Lair, running. Still a work in progress. Finalized the power management task by changing the BIOS setting on the systems.
- **Alex Carpenter:** Worked on finding ways to the arcade cabinet look professional and the presentation. Also, have worked on prototyping a controls interface design.
- **Bryan Johnston:** Created a 3D model of our cabinet design.
- **Alexander Schneider:** Worked on documentation & proofreading of Project Plan revisions, worked on presentation, curated and performed quality control on the main machine & revised games list to be "mostly finalized".
- **Zach Serritella:** Worked on the presentation, helping with dragon lair downloading and some optional research

- **Brian Shanders:** Worked on presentation, updating the website to include member bios and photos, assisted in controller mapping research. Also, working on demo video for presentation.

Pending Issues:

- **Evan Mandle:** Computer was temporary crashing. The problem seems to be fixed now. Need to identify the problem.
- **Alex Carpenter:** Work on prototyping the controls interface design.
- **Bryan Johnston:** Finding a location on campus that will 3D print our cabinet with our size dimensions.
- **Alexander Schneider:** Have a large club event this weekend that will prevent from working most of the weekend.
- **Zach Serritella:** None
- **Brian Shanders:** None

- **All:** Prepare for the final presentation.

Individual contributions:

Name	Individual Contributions	Hours this week	Cumulative Hours
Evan Mandle	*See past week accomplishments*	10	63
Alex Carpenter	*See past week accomplishments*	6	50
Bryan Johnston	Creating a 3D printable model	3	44
Alexander Schneider	*See past week accomplishments.*	9	45
Zach Serritella	Agenda, research, downloading	7	43
Brian Shanders	Weekly Report, Controller research, presentation, website, video	5	42

Plans for the Upcoming Week:

- **Evan Mandle:** Work on the Daphne emulator and get Dragon's Lair working.
- **Alex Carpenter:** Continue working on controls interface design and prototyping.
- **Bryan Johnston:** Create an order spreadsheet for wood boards and one set of controls.

- **Alexander Schneider:** Complete presentation & delegate slides, submit project plan revision, and determine necessary changes for design document.
- **Zach Serritella:** Finish the presentation and then make adjustments to the project plan. Help with ordering.
- **Brian Shanders:** Complete and rehearse the presentation, finish demo video

Summary of Weekly Advisor Meeting:

The team talked to the advisor and provided an update to the project and about how to present the project. The main takeaways were for ordering parts, submit a list of parts with links and cost to the ETG shop to see if the school has an equivalent. Also, talked about what not to put on the decals on the cabinet. Finally, talked about what to talk about for the presentation, mainly what things the team accomplish from day 1 to now.