EE/S E Senior Design: sddec20-28

Micro-Mouse Maze Runner Showcase
Week 7&8 Report
Client: Dr. Jones
Advisor: Dr. Jones

Team Members:

Richard Anderson
Austin Chesmore
Tyler Fuchs
Jorge Gomez
Aaron Walter
Joshua Wooi

Bi-weekly Summary

In the previous weeks we have made substantial progress, our parts for our prototype 1 came in and we were able assemble our prototype. We also finalized our design for the UI that will allow us to control our micromouse from a computer or controller.

Past Weeks Accomplishments:

- Ordered Parts
- Received Parts
- Finalized UI design and languages

Pending Issues:

- Senior Design lab is closed for the foreseeable future
- Dr. Jones' template has yet to be received
- Uncertainties in the logistics of making progress while in the period of adjustment with ISU's virtual transition

Individual Contributions:

Team Member	Contribution	Prev Week	This Week	Report Total	Total
Richard Anderson	UI planning, python review / practice	2+4	2+5	13	37

Austin Chesmore	began looking into methods of communication for online semester. additionally started to do an inventory check of resources that the group will have access to while not on campus.	2+3	2+4	11	45
Tyler Fuchs	Began exploring UI design for application. Wood gathered for maze and cut to design specification.	2+3	2+4	12	36
Jorge Gomez	Lightning talk contributions, looking into python,part investigation, team meetings	2+3	2+4	11	35
Aaron Walter	UI Design, Programming Language choices, and setting up libraries. Also talked about remote work/what to do over break.	2+4	2+4	12	46
Joshua Wooi	- Contributed to the Lightning Talk slides. - Gained a basic understanding of Python as the groups' preferred programming language. - Was inactive in the 2nd week, due to other commitments.	2+4	0	6	29

Plans for Coming Week:

Continue work on the prototype mouse and the UI design so that we can send and receive input from the mouse. The maze will be worked on over break.

Additionally, use the feathers to create template code for the team to start working on. Includes setting up libraries and other features we may need.