Team Name: sddec21-1

Team Members: Daniel Lamar, John Brose, Jacob Larimore, Franklin Bates, Shivam Vashi
Report Period: March 30th - April 13th

Summary of Progress in this Period

During the past two weeks our group has finished our second version of the design document, finalized the gantt chart for the remaining duration of our project and have made progress on the proof of concept for the gameplay software. Our team is beginning to implement the data we have gathered from testing into a presentable figure or power point slide so that we are better prepared for the final presentation.

Pending Issues

We have yet to find the time to implement the hardware components together to determine how to design the PCB for our first prototype. At this point in the project, preparing for our first presentation at the end of this semester is the priority.

Plans for Upcoming Reporting Period

By the end of the next reporting period, we will have converted all the power generation to DC voltage so we can determine the usable voltage we can create for the device. We will also have implemented all our current findings into presentation format so that we are prepared for the end of the year. We will also finalize our proof of concept for both hardware and software once we have these values. This will conclude most of the technical work we need to get done by our presentation.