

Team ConCyle

Project Title: Video Game Console

Date: 10/06/2021

## Members:

Seth Braddock - Communications Director

Brady Solomon - Report Manager

Julio Torres - Schedule Master

Stephen Brooks - Facilitator

Brandon Xicon - Report Manager

Mitchell Anderson - Arbitrator

Trey Wiegmann - Scribe

## What we've accomplished in the past week/what we've been researching

Seth Braddock - Simulated circuit for amplification of DAC

Brady Solomon - Report Management

Julio Torres - Simulated circuit for amplification of DAC

Stephen Brooks - Tested a dev kit

Brandon Xicon - Report Management

Mitchell Anderson - Worked on scheduling subteam meeting times

Trey Wiegmann - Simulated circuit for amplification of DAC

## What we're planning to do in the coming week

Seth Braddock - Get the physical DAC from Stephen and design amplification circuit for the DAC

Brady Solomon - Download and learn about Propeller software

Julio Torres - Get the physical DAC from Stephen and design amplification circuit for the DAC

Stephen Brooks - Put together the rest of the dev kits

Brandon Xicon - Download and learn about Propeller software

Mitchell Anderson - Download and learn about Propeller software

Trey Wiegmann - Get the physical DAC from Stephen and design amplification circuit for the DAC

All - Get familiar with DEV kit

### Issues we had in the previous week

Seth Braddock - Analog amplification didn't work as intended

Brady Solomon - None

Julio Torres - Analog amplification didn't work as intended

Stephen Brooks - None

Brandon Xicon - None

Mitchell Anderson - None

Trey Wiegmann - Analog amplification didn't work as intended

All - DEV hasn't been in yet