

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 - Parallax simulator, met with Audio team

Brady Solomon - Report Management

Julio Torres - DAC understanding, reference circuit and help design

Stephen Brooks - Put dev kits together

Brandon Xicon - Got and familiarized with PropellerIDE

Mitchell Anderson - Parallax simulator, meeting times figured out

Trey Wiegmann - Met with audio team, found speaker candidate

What we're planning to do in the coming week

Seth Braddock - Find a meeting time for subteam

Brady Solomon - Get jumper wires

Julio Torres - Check to see if everyone went to their meetings, get audio working with DAC

Stephen Brooks - Schematic for dev kit

Brandon Xicon - Get jumper wires

Mitchell Anderson - Look into display

Trey Wiegmann - Get digital input to DAC

All - Finalize subgroup meeting times, get familiarized with dev kits

Issues we had in the previous week

Seth Braddock - Meeting times

Brady Solomon - None

Julio Torres - None

Stephen Brooks - Ordered wrong part but it was resolved

Brandon Xicon - None

Mitchell Anderson - No time for meetings

Trey Wiegmann - None

All - Subgroup meeting times haven't fully been figured out