

Team ConCyle

Project Title: Video Game Console

Date: 10/20/2021

## 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 - Worked on amplifier/DAC, display team settled, no personal digi-key orders

Brady Solomon - Report Management, got familiarized with Spin and PropellerIDE

Julio Torres - Worked on amplifier/DAC

Stephen Brooks - Made schematic for dev kit, found a bug in dev boards

Brandon Xicon - Got jumper wires, learned about spin, worked on dev kit

Mitchell Anderson - found display data sheet, familiarize spin software

Trey Wiegmann - Worked on amplifier/DAC

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

Seth Braddock - Perfect the amplifier/DAC, more spin research

Brady Solomon - Get jumper wires, load a Spin program onto the dev kit

Julio Torres - Perfect the amplifier/DAC

Stephen Brooks - Research LCDs

Brandon Xicon - Work on dev kit, work and load a simple spin program

Mitchell Anderson - working with spin and get microcontroller to work with a different program

Trey Wiegmann - Perfect the amplifier/DAC

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

### Issues we had in the previous week

Seth Braddock - everything with the audio got close to working but didn't quite get there, emulator will not work

Brady Solomon - None

Julio Torres - everything with the audio got close to working but didn't quite get there

Stephen Brooks - None

Brandon Xicon - None

Mitchell Anderson - No time for meetings

Trey Wiegmann - everything with the audio got close to working but didn't quite get there

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