

Team ConCyle

Project Title: Video Game Console

Date: 11/10/2021

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 - Test DAC, got it working, made a plan on next steps

Brady Solomon - Making mock ups for 2D RPG game. Going slow

Julio Torres - Audio club meeting, power, made schematic for boost and buck converter

Stephen Brooks - Display meeting, created test code for LCD. LED turned on

Brandon Xicon - Display meeting, decided what type of game to make

Mitchell Anderson - Display meeting, translated c sample initialization code to spin

Trey Wiegmann - DAC working, Power bus schematic, Decided on op amp and speaker, edited video

What we're planning to do in the coming week

Seth Braddock - Getting driver coded

Brady Solomon - Continue working on mock ups

Julio Torres - buck and boost converter circuit

Stephen Brooks - Figure out the LCD issue, go to meetings

Brandon Xicon - Helped with code for driver

Mitchell Anderson - Try to figure out LCD driver issues

Trey Wiegmann - obtain the LM386/speakers and test the circuit

Issues we had in the previous week

Seth Braddock - none

Brady Solomon - Graphic design

Julio Torres - none

Stephen Brooks - LCD issues

Brandon Xicon - Make mock up drawings of platformer, display meeting

Mitchell Anderson - LCD issues

Trey Wiegmann - We need the DAC in our hands