

Team ConCyle

Project Title: Video Game Console

Date: 11/17/2021

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 - Got amp working

Brady Solomon - worked on designing game

Julio Torres - Confirmation on ordering audio equipment, got studio amp working

Stephen Brooks - Got LCD to work, diagnosed display issues

Brandon Xicon - looked on SDL, worked on Visual Studio

Mitchell Anderson - Diagnosed LCD driver

Trey Wiegmann - Ordered speakers, set up audio amplifier to drive speaker

What we're planning to do in the coming week

Seth Braddock - take the audio portion of code and put it on the prop

Brady Solomon - continue designing game

Julio Torres - boost and buck converter

Stephen Brooks - Optional: [Adapter PCB for LCD], talk to Seth about Direct digital synthesis, work on non-volatile memory driver

Brandon Xicon - Get sketches/mockups done, improve SDL skills, animations

Mitchell Anderson - propeller assembly language must be in propeller

Trey Wiegmann - Figure out how to combine DAC with Audio amplifier

Issues we had in the previous week

Seth Braddock - none

Brady Solomon - none

Julio Torres - none

Stephen Brooks - none

Brandon Xicon - none

Mitchell Anderson - none

Trey Wiegmann - noisy amplifier