EE / CprE 492 sdmay23-26

Mini-Arcade Cabinet

Client : Brad Yenger
Advisor : Mathew Wymore
2-17-23 to 3-2-23

Team members:

Brad Yenger (EE)
- soldering experience, 3D CAD design, carpentry skills, along with project experience
Liam Tureaud (EE)
-Soldering experience, carpentry, PCB design, electrical work
Alexander Glass (SE)
-Capable coding in Java, HTML, JavaScript, willingness to learn a new skill during the course of this project
David Helmick(SE)
-Worked with many different computer programming languages in many different aspects (simple games, UIs, websites, embedded systems, databases, etc.). Taken both CprE and SE courses so I have lots of knowledge about computers from a hardware and software perspective.
Jeffrey Marsh(SE)
-pretty talented programmer also well versed in video game emulation
Mark Gores(SE)
-proficient in multiple coding languages. Good understanding of operating systems. Good understanding of computer engineering.

Past two weeks accomplishments:

Liam Tureaud - Started work on LED array display logic

Bradley Yenger - Ordered missing parts, began powering speaker and wiring in the power supply. Still waiting on power on off switch PCB

Mark Gores - controller mapping opens on boot. Helped add another game on the device.

Alexander Glass - added another game into the device.

Jeffery Marsh - Worked on UI. Has a new page for audio and brightness. Sliders work as intended. Also helped add a new game.

David Helmick - Has finalized work into the USB downloader and the expected files. This will be used to download games into the device. Starting working with Jeffery Marsh about what files will need to be on the Raspberry pi's end.

Pending Issues:

Parts were unordered. Brad finished up those orders. Still waiting on on/off pcb.

Name	Hours worked these weeks	Total hours
Liam Tureaud	5	27
Brad Yenger	5	28
Mark Gores	7	31
Alexander Glass	7	29
Jeffery Marsh	5	30
David Helmick	6	29

Next plan of action:

Liam Tureaud - Finish LED matric and logic

Bradley Yenger - Wait for PCB, attach a heatsink for 12v circuit (speakers and fans)

Mark Gores - Keep finding games that will run smoothly.

Alexander Glass - Help Jeffery connect UI to actual controls of the device.

Jeffery Marsh - Work on finishing UI and starting the games though the buttons

David Helmick - Have a simple working example of USB connecting and automatically downloading files.