EE 491 Weekly Report 5

Date: 2-13-17 -- 2-20-17

Group Number: May1735

Project Title: Cy-Mote

Advisor: Dr. Daniels

Team Members:

Kyle Fischer - Team Lead

Michael Linthicum - Communications Lead

Daniel Shauger - Concept Holder Lead

Sam Neff - Webmaster

Nick Juelsgaard - Schedule and Planning Lead

Summary of the Week:

Past Week Accomplishments

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Accomplishments | Time worked | Cumulative Time |
| Kyle Fischer | It looks like we are doing BLE correctly on the Atmel side. I tried to pass accelerometer data and found out I have to transfer it as uint8\_t instead of uint16\_t. | 5 | 20 |
| Michael Linthicum | Cleaned up code in preparation for combining all software side projects into one. | 4 | 21 |
| Daniel Shauger | Kept on working on BLE with Kyle | 3 | 14 |
| Sam Neff | Finished Ultiboard | 7 | 21 |
| Nick Juelsgaard | Finished up the Ultiboard and BoM | 10 | 28.5 |

Pending Issues:

* Kyle Fischer - Atmel is still horrible to work with. It seems like we are making the function calls but it still isn’t readable from the PC.
* Michael Linthicum - None
* Daniel Shauger - C# and BLE are still annoying to work with
* Sam Neff - Schedule. We are further behind, though it shouldn’t affect our deadline, than we want to be on the hardware side. We have used up a portion of our margin.
* Nick Juelsgaard - Ultiboard. Was hard to use, finally got all the issues resolved, use Lee’s help for most of it.

Comments and extended discussion

Plan for coming week

* Kyle Fischer - Crack down on this BLE thing. It is very frustrating. Going to try reading an Atmel example project from the PC.
* Michael Linthicum - Combine code into one working project and begin working on BLE and wrapper.
* Daniel Shauger - Work with Kyle
* Sam Neff - Make sure presentation is ready for group meeting
* Nick Juelsgaard - Order the board and all parts

Summary of weekly advisor meeting:

Dr. Daniels was sick. Plan on talking about ordering parts and our presentation with him next week.