**MEETING MINUTES – 2/7/2011**

Team: AutoBev

Leader: Mark Pomerenke

Minutes: Alex Macomber

Present: Liz Clark, Lori Garcia

1. Low Level Design due Feb. 19th.
   1. What’s going to be at the pouring system?
      1. Power, how many buttons, etc.
2. Action items:
   1. Define protocol for serial interface (i.e. handshakes, when each side talks, etc.)
      1. Type, length, data (TLD).
      2. Constant handshaking during pour.
      3. Use asynchronous EUSART.
      4. Kiosk always verifies how much liquid was poured, even if preset amounts selected.
   2. Come up with type of sensor to tell if cup is in position. (Weight sensor, touch sensor, light sensor, etc.)
   3. Start researching how to network between bartender and customer PCs.
      1. Turn off machine remotely.
   4. Need to develop a menu for people to order from.
3. How do we tell when the keg is empty or if something stopped working? Failure analysis.
   1. Cup isn’t there, button sticks, communication timeouts.
   2. If still pouring after certain amount time, stop.
4. How to tell if someone is drunk?
   1. Use a video game, (i.e. a reaction game - touch a sequence of 4 numbers).
      1. Might be able to extend this to a video game platform (i.e. gambling kiosk).
   2. Trivia Question
5. Do bars check for available credit before purchase/check out?