

Wizard's Chess Meeting 4
2/12/2020
Meeting Leader: Luke Tholen

Schedule:

- 08:30 - 08:50: Current Action Items
- 08:50 - 09:00: Miscellaneous Questions/Topics

Current Action Items:

- Refine the mechanical pieces of the xy grid for smoother travel.
 - Redesign pieces to reduce pinching and allow for smoother movement.
 - Assigned to Shae (Complete 2/12/20)
 - Reprint pieces for a better fit than the first draft parts. Adjust the timing belt and the slides.
 - Assigned to Shae (Due 2/14/20)
 - Assistance needed due to schedule for print times.
- Start programming the motors and drivers beyond the test programs.
 - Set an origin point for the magnet while at rest. Determine the required travel distance for each square of the chess board.
 - Assigned to Delany (Due 2/14/20)
- Motor Control
 - Establish code beyond the test programs for controlling function of motors
 - Assigned to Luke (Due 2/21/20)
 - Initial testing on raspberry pi 2/16/20 or 2/17/20
- Software Development
 - Implement the library with the Chess game, audio control, and AI
 - Assigned to Fabio (Due 2/12/20)

Completed Action Items/Miscellaneous:

- Access website and upload items.
 - Website is up and functioning at <http://seniordesign.ee.nd.edu/2020/Design%20Teams/chess/index.html>.
 - To show this the proposal and high level design have been uploaded but more edits are still being made.
- Suggestions for how to encase the core xy such that it operates under the board.
- Game pieces!