

Design Review 01 Agenda - CubeSAT

Dylan Matthews, Lindsay Falk, Luke Strachan, Maxine Tan, Zack Tyler

February 23, 2024

1. Design Review 01 Comments

- a. Subsystem Rundown
 - i. Power
 - ii. Antenna control
 - iii. Antenna array
 - iv. Motor control / deployment
 - v. Testing Apparatus
- b. Most vital component updates
 - i. BFIC
 1. One sourced, only 8 channels changing the requirements of the system
 2. Issues with integrating with board, discussed later
 - ii. LNA
 1. Moved to only 8 LNAs and 8 Antennas due to BFIC
 - iii. ESP32-S3
 1. Exact ESP32 processor chosen, fulfills all requirements of the project
- c. Major Hurdles
 - i. BFIC mounting
 - ii. Attainment of parts in timely fashion
 - iii. Routing of three different voltage paths
 1. 3.3V, 4V, 5V
 - iv. Board construction for high frequencies
 1. PCBWay Pricing
 - v. Proper connecting of high frequency signals
 1. Connectors = \$\$\$
- d. Design Review 02 Plan
 - i. Present preliminary board design
 1. Finish single antenna design in coming days
 2. Expand from this to the full 8 antenna array
 - ii. Source necessary breakout boards, with ordering happening very soon
 1. Work with Chisum and partners to get more difficult to acquire parts
 - iii. Complete necessary software for antenna control and processing
 1. Meeting with Wei to get direction
 - iv. Construct subsystems individually for demonstration

2. BGA Issues - BFIC
 - a. Soldering in house vs 3rd party
 - b. Breakout board feasibility?
 - i. Proto-attachment board
3. Chisum Content
 - a. Meeting with Chisum Monday 2/26
 - i. Noise/waveform test to learn more about antenna behavior
 - b. Meeting with Wei Monday 2/26
 - i. Review particle swarm algorithm
 - ii. Start forming lookup tables for testing in Design Review 02
4. Action Items
 - a. Start ordering parts ASAP (2/24/2024)
 - b. Meetings with Chisum and Wei (2/26/2024)
 - c. Investigation of complex PCB feasibility (02/29/2024)
 - d. Continue development of initial board design (03/04/2024)

Schafer

- Addressing: set pin address at beginning and then never change, or do we need to be able to change it (have data access to it)?
- It's murder on the dance floor
 - You'd better not kill the groove