

Design Review 3

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Itinerary:

1. Introduction
 - a. Attendance
 - i. Meeting Leader: Toby Bradshaw
 - ii. Meeting Minutes: Gavin Carr
2. Subsystem Demonstrations
 - a. End to end functionality of feedback subsystem (without lighting)
 - i. Lighting demonstration
 - b. End to end functionality of electromechanical motors
 - c. Final iterations of
3. Microcontroller review
 - a. Final Design
 - i. Schematic
 - ii. PCB
 - b. Order and Manufacturing Updates

Feedback Subsystem

1. Systems Demonstration:
 - a. Target being hit causes a sound and increments the 7 segment display
 - b. IR beam being broken and restored changes gameplay state
 - c. Lights and graphics change while gameplay occurs
 - d.
2. Next steps:
 - a. Getting everything running on RTOS to seamlessly integrate the motor
 - b. Create more animations
 - c. Add more sound effects

Mechanical Subsystem

Enclosure:

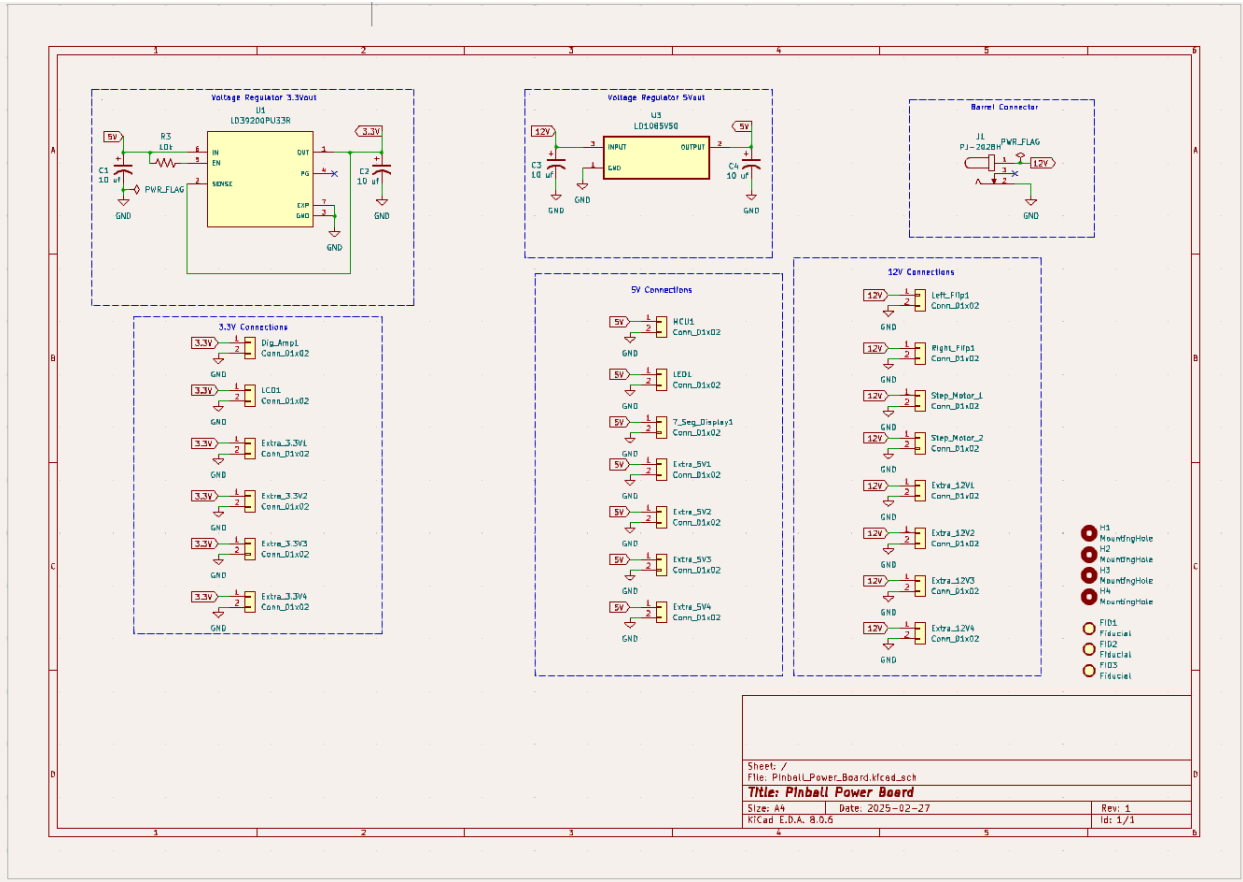
1. The enclosure is fully put together and we will drill the gameplay area when we assemble everything

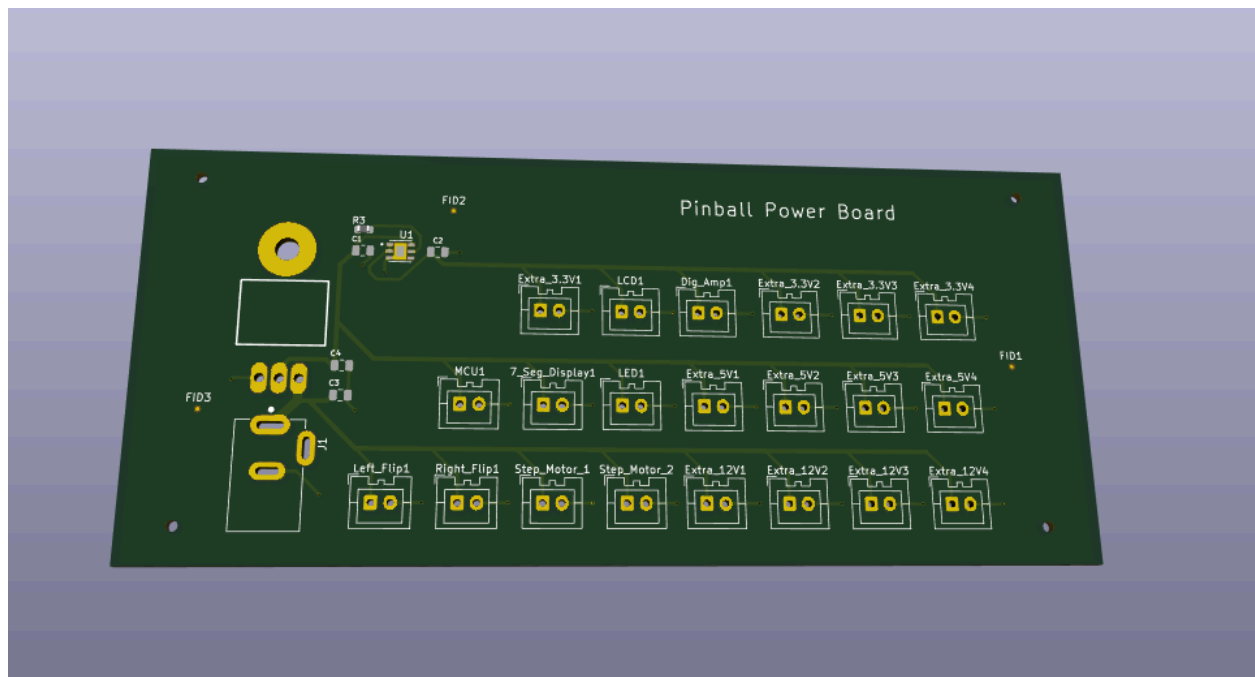
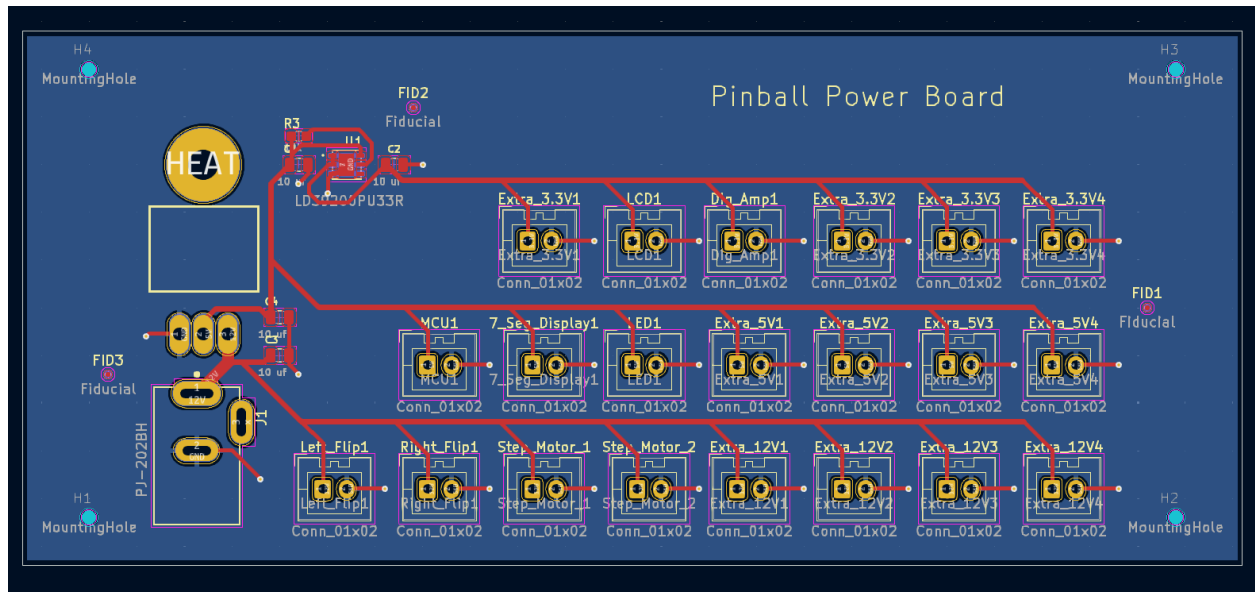
ElectroMechanical

1. Paddles still under development

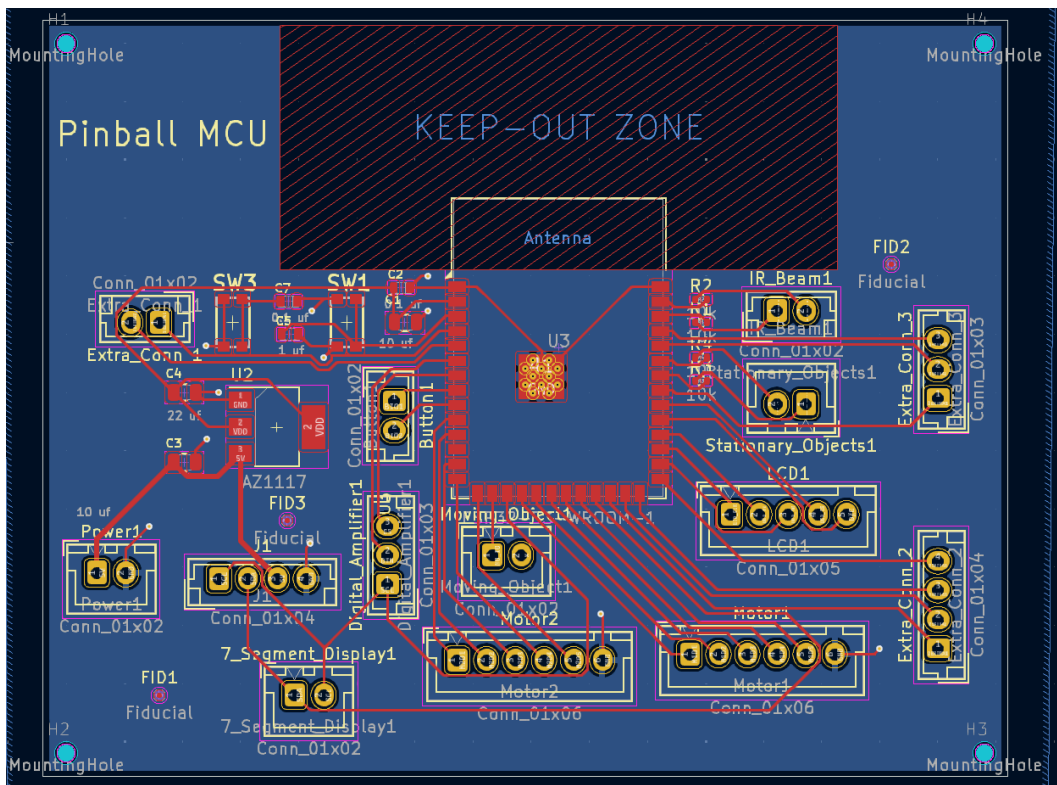
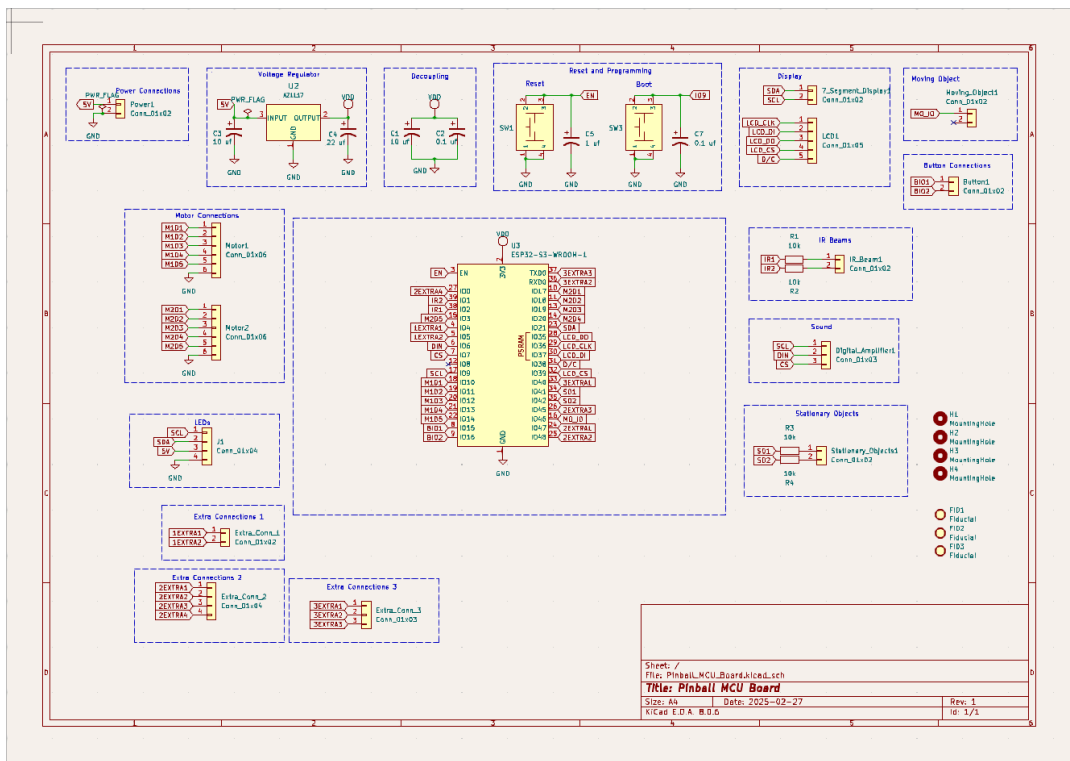
Boards:

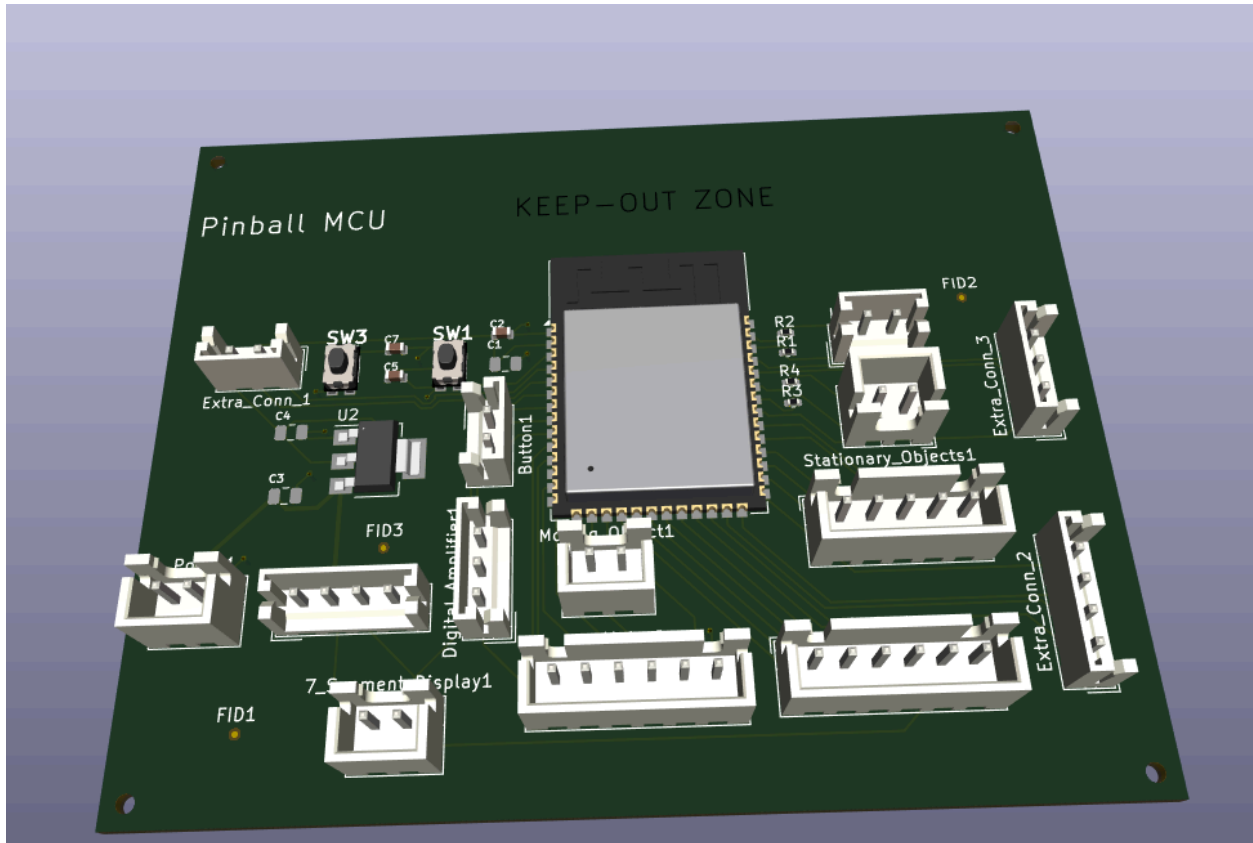
Power:





Microcontroller:





Can begin on pick and place Tuesday, April 8th as all parts will have arrived.