

EE/CprE 491
Bi-Weekly Report 1
"Cy"Sophus

Team Email: sddec20-04@iastate.edu

Team Website: <https://sddec20-04.sd.ece.iastate.edu>

1/20/20 - 2/2/20

Client and Advisor: Doug Jacobson

Team Members:

Samuel Christianson - Ux/UI Designer

Morgan Funk - Ux/UI Designer

Sean Gordon - Communications Leader

Daniel Laracuenta - Test Engineer

Aaron Lawrence - Team Leader

William Maston - Meeting Scribe

Bi-Weekly Summary:

- Met with our advisor/Project lead.
 - Discussed the project expectations and end goals
 - Doug talked about how the sand table needs to be interactive in some way with students and or take in its surroundings to create patterns.
 - We talked about getting our own 3 foot table in the coming weeks
- Set up a trello to lay out current project roadmap and goals.
- Created and assigned team roles.
- Setup a dedicated time for our group to meet weekly.
 - Wednesday 12-1

Pending Issues:

- 1) Deciding on a definitive path to take on the project.
- 2) Find some ways we can make this table interactive.
- 3) Find ways we can make the table build patterns from its surroundings.

Plans:

- 1) Create a concrete roadmap for the project.
- 2) Divide work between members focused on Majors and Strengths of members.
- 3) Setting up times to communicate and meet on a weekly basis.

Individual Hourly Contributions:

Team Member	Hours	Contributions/Notes
Morgan	2	<ul style="list-style-type: none">● Met with client.● Began bi-weekly report.
Aaron	2	<ul style="list-style-type: none">● Set up meeting with client.● Met with client.● Worked on bi-weekly report.
Sean	2	<ul style="list-style-type: none">● Met with client.● Created trello and base project requirements.● Reformatted and elaborated bi-weekly report.
Will	1	<ul style="list-style-type: none">● Met with client.● Began bi-weekly report.
Deni	2	<ul style="list-style-type: none">● Met with client.● Worked on bi-weekly report.
Sam	1	<ul style="list-style-type: none">● Met with client.