

EE/CprE 491
Bi-Weekly Report 2
"Cy"Sophus

Team Email: sddec20-04@iastate.edu

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

2/3/20 - 2/16/20

Client and Advisor: Doug Jacobson

Team Members:

Samuel Christianson - Meeting Scribe

Morgan Funk - Ux/UI Designer

Sean Gordon - Ux/UI Designer

Daniel Laracuenta - Communications Leader

Aaron Lawrence - Test Engineer

William Maston - Team Leader

Bi-Weekly Summary:

- Brainstormed ideas for UI design and began some basic mockups.
- Brainstormed what the most important interfaces and applications to create first would be and began basic priority list.
- Met at our dedicated times for our weekly group meetings.
 - Wednesday 12-1
- Continued investigation into the workings of the Sisyphus table.
- Rotated team roles.

Pending Issues:

- 1) Deciding on a definitive path to take on the project.
- 2) Find ways we can make the table build patterns from its surroundings.
- 3) Creating a concrete priority list for project applications.
- 4) Creating complete UI mockups for the project applications (e.g. the web interface).

Plans:

- 1) Divide work between members focused on Majors and Strengths of members.
- 2) Continue to meet at premeditated times.

Individual Hourly Contributions:

Team Member	Hours	Contributions/Notes
Morgan	3	<ul style="list-style-type: none">● Brainstormed necessary applications.● Brainstormed UI design ideas.
Aaron	3	<ul style="list-style-type: none">● Brainstormed necessary applications.● Brainstormed UI design ideas.
Sean	3	<ul style="list-style-type: none">● Brainstormed necessary applications.● Brainstormed UI design ideas.● Worked on bi-weekly report.
Will	3	<ul style="list-style-type: none">● Brainstormed necessary applications.● Brainstormed UI design ideas.
Deni	3	<ul style="list-style-type: none">● Brainstormed necessary applications.● Brainstormed UI design ideas.
Sam	3	<ul style="list-style-type: none">● Brainstormed necessary applications.● Brainstormed UI design ideas.