

EE/CprE/SE 491 WEEKLY REPORT

Report Period:

9/1/2020 – 9/14/2020

Group number:

21

Project title:

Small Equipment Checkout System

Client &/Advisor:

Leeland Harker

Website:

<http://sddec20-21.sd.ece.iastate.edu/team.html>

Email:

sddec20-21@iastate.edu

Team Members/Role:

Samuel Sklar - Circuit Board Lead

Kailin Zheng - Hardware Design Lead

Seth Jones - Integration Engineer

Shubham Chauhan - Interface Lead

Michael Momot - Server/Database Engineer

Thomas Smith - Scrum Master/Architect/Developer

- Sprint Summary : We accomplished gathering a parts list to order, presenting our product to the class, and getting everyone set up with a dev environment this reporting period. This reporting period progress went by fairly standardly. We will be blocked for a short time waiting for the hardware we need to arrive.

- Past sprint accomplishments : Stories __ were completed

- ❖ Thomas Smith : Updated Trello Board, Created Presentation for PIRM presentation, and wrote bi-weekly report
- ❖ Seth Jones : Prepared slide for PIRM presentation, met with client to get inventory of our physical components. Worked on getting parts ready to be ordered on hardware side.
- ❖ Micheal Momot : PIRM meeting. Working with Sam on getting environment setup. Having socket error hangup.
- ❖ Shubham Chauhan : Attended and contributed to the PIRM Team review meeting. Gave critics feedback to the assigned PIRM teams. Developer environment installed to be worked on.
- ❖ Kailin Zheng : Prepared slide and attended PIRM Team review meeting. Optimized last semester's hardware design and some integration details. Gave the feedback to other PIRM teams.
- ❖ Samuel Sklar : Assisted teammates in getting dev environment setup. Began work on PCB layout as well as attending PIRM meeting.

- Pending issues : Need to wait on parts that we are ordering to come in. Need to have members meet up to swap hardware.

- ❖ Thomas Smith : Needs to work out regular time to meet with Client
- ❖ Seth Jones : Finish up ordering parts, work with Sam to finalize PCB layout
- ❖ Micheal Momot : Need to get socket error problem figured out and help Schub get setup.
- ❖ Shubham Chauhan : Pull the code from previous teams to work on it.
- ❖ Kailin Zheng : Communicate with Seth about required components and work with Sam to optimize hardware design drawings and operations.
- ❖ Samuel Sklar : PCB needs to be done ASAP. No issue with it just need to finalize soon. Also still adapting to remote work, need to pivot to integration work.

- Individual contributions

Name	Individual Contributions	Hours this week	Hours cumulative
Thomas Smith	Updated Trello, wrote	6	11

	Presentation, created report		
Seth Jones	Prepared slide for PIRM presentation, met with client to get inventory of our physical components.	6	11
Micheal Momot	Debugging Dev environment and worked on PIRM slides.	6	9
Shubham Chauhan	Prepared slide for PIRM presentation. Dev environment setup.	4	9
Kailin Zheng	Prepared slide for PIRM presentation, optimize hardware design	4	10
Samuel Sklar	Assisted teammate with dev environment, PCB work	8	14

- Comments and extended discussion : Progress is coming along at a standard rate.

- Plans for the upcoming sprint : Our future plans are _____.

- ❖ Thomas Smith : Will be making a new meeting time with Lee, as well as starting work on addressing front end issues mentioned in our presentation
- ❖ Seth Jones : Work with Sam to finalize PCB layout and finish ordering parts
- ❖ Micheal Momot : Get system running from end to end with the card reader Seth dropped off. Get physical dimensions of box.
- ❖ Shubham Chauhan : Start working on the interface side to check for bugs and make improvements with another software member within the team.
- ❖ Kailin Zheng : Focus on how to integrate the designed hardware and software design.
- ❖ Samuel Sklar : Will finish up PCB and work on integration efforts. Also will assist more on software side.

- Summary of weekly advisor meeting : We talked with Lee about what parts are needed, as well as cleared up some confusion about how the kiosk will be used. It has come to our attention that the kiosk will be using the literal web GUI, rather than a touch screen interface that we were expecting. This is good, as it saves us some work of making a new GUI