Work Completed: Over the past week much has happened in our group. On friday we successfully transmitted video signal from the laptop computer to the external LCD wirelessly. There was great clarity at a range of 30 feet or less. This is a significant distance inside of a lab environment such as ours because of the extreme amount of electrical equipment present. Inside of a home there will be much less wireless interference and the video clarity will be clearer for at greater distances.

Over this past week a few coding methods for FLASH were learned. Inside of the environment it is necessary for the user to be able to transition from one room or location to the next with ease. This became possible after a short FLASH lesson with a fellow student Alon Shur. The coding required to change from one scene to the next with the press of a button is:

```javascript
on (Release) {
    gotoAndPlay ("scene x", "frame x")
}
```
One important aspect of programming a scene is to remember that a loop must be made for when the character reaches the end of walking around the room. If the scene is not looped, FLASH will simply move on to the next scene which is not what we are looking for. Our design wants the character to enter a room and stay inside of there until a selection is made. Also, instead of having multiple FLASH files, each being their own room/environment, it is more logical to have one FLASH file with numerous scenes. Each scene is unique and does not conflict with the others.

**Future Work:**
Enclosures need to be designed and built within the next two weeks now that we have all of our internal equipment in house. FLASH character should be operational and animated, even if only in a stick figure example.

![Image of electronics setup]

**Project Review:**
The group made major leaps over this past week. Tristan successfully programmed the one button keyboard to be any key we desire, Ryan demonstrated that the wireless video transmitter and receiver work the way we expected and I learned how to program FLASH to switch scenes with ease. With this kind of schedule set, we are on our way to completion on time.

**Hours Worked:**
12