Work Completed

Many little things were worked upon this week. We were at somewhat of a standstill due to the PCB board so we decided that all the minor things that go along with the game should be dealt with over the past week. The questions and answers were created based on what was provided to us upon the start of the project.

Kristen and I made up twenty questions that will be put into a 3-ring binder. They will also be places in clear, protective sheets to prevent any damage that could occur. Ten questions were also created that will be recorded onto the tape recorder. This will be done so that the disabled adults can play the game on their own. We emailed Brooke Hallowell the preliminary questions to ensure that they met her approval. She emailed us back promptly with corrections that she thought we should look at. We had originally incorporated questions that involved spelling. However, with Brooke’s feedback we altered the questions due to the fact that some of the adults do not know how to spell. This then became important when we started to re-do the questions. The updated questions and answers were then emailed to Brooke for final review. Hopefully she will have no more problems with the questions we have created. If this is the case the questions and answers can then be put into a binder and also recorded. This will help us because it is one less thing that we will have to do as the semester finishes.

A problem was brought to our attention on Wednesday, April 11th. We had originally places the dowels in the center of the wheels as can be seen in Figure 1.
However, as can be seen in the figure above (Fig. 1) the wheel could potentially stop in between two pie pieces. This could lead to confusion among the adults playing the game. Upon realizing this we pulled out the press-fit dowels and changed their location. They are now placed along the edges of the pie pieces so that only one set number of points will be chosen at a time. This can be seen in Figure 2.
The past week there was not much construction done on the wheel itself. Yavi worked on the circuit which is very imperative that it gets completed as soon as possible. All of the minor tasks were completed by me and Kristen. This was done so that as the due date deadline approaches we will only have to concentrate on the core of the project. All in all many important tasks were accomplished this week. As a group we are very close to having our project one hundred percent complete.

Future Work
Throughout the next week many things will be worked upon. The PCB board must be ordered no later then Friday, April 13th. This is critical because we cannot put the entire game together without having the PCB board in hand. The wooden block with the motor in it will be bolted down onto the plastic box. In order to do this the center of the box must be found with the shaft of the motor going into the center. Having the shaft of the motor in the middle will mean that the motor will be off center, but this is a good thing. The aluminum shaft that connects the motor to the wheel also has to be shortened by using the lathe. The final questions and answers will be completed and sent to Brooke Hallowell for final review.

Project Review
Many things were accomplished during the past week. Multiple layers of the top coat were applied to the wheel. The circuit was also worked upon during the week. However, we are a little behind in the ordering of the PCB board as it takes 2-3 business days for it to come in once the order has been placed. By not connecting the wooden block to the base of the box of the game we were pushed further behind. This must also be done as soon as possible so that the final layout of the game can be completed. Even with these setbacks we were still productive as a team.

Hours Worked
11 hours