Project Identity

Head Mounted Art Device, Game for Improving Speed and Accuracy of Name Recall, and Alternative Devices for Mouse Input
Week 9
23-Mar-08
Matt Zywiak

Work Completed

This week I helped Derek to machine the mounting bracket for one of the motors. We used a small piece of aluminum which we drilled a hole through so that the motor shaft could extend out and attach to the connection piece that was machined already. I then machined another connection piece for the second motor so that it could be attached as well. Once this was done the two motors were attached to the track system and tested to see that they could both drive their tracks. The results from our tests were good in that both motors could drive their respective tracks. One problem is that the motors draw a great deal of current in order to drive the track system. We will have to account for this when purchasing an appropriate battery. A picture of the two motors attached to the track is below.
In addition to this we have also purchased four microswitches from Radio Shack which will limit the movement of the motors on the track. We have also purchased additional material for the track system which we will use to create a frame to give the tracks greater stability and hopefully neutralize the vibration issues that we have been having. I have also been testing the accelerometers that we have purchased to see how we can change the signal to be input into the microprocessor. I have also continued to work with the voice recognition computer game with the command and control grammar. Much progress has been made with the computer game and I believe that we will have a completely finished computer game by the end of the week.

Future Work

Over the next week I hope to mount the track system onto the drawing surface as well as complete the entire frame for the two tracks. Once this is done the tracks will be completely finished and will not require any more work. We also hope to get the microprocessor completely programmed over the coming weeks with the hope that we can order a printed circuit board to be mounted with the device. The last thing that I will need to do is to make the computer game visually appealing and maybe to add other features to the game so that it can be made more stimulating. Once all of these things are done we will be completely finished with our projects.

Project Review

Progress is being made on all of the projects and it seems that we should be able to complete everything on time. The only real obstacle left to overcome is the programming of the microprocessor which we hope to complete over the coming weeks. Two of the projects require only a little bit of tidying up to be completed with the art device nearing completion as well.

Hours Worked

16 hours