Work Completed:
During the week since the last reported I’ve work on parts of each project, sometimes in conjunction with other members of our team. For the art assisted we wanted to test the LED/receptors which were previously ordered. The LED/Receptors were attached to a protoboard, after researching how the receptors functioned it was determined that a LABview program would need to be created in order to properly test this equipment. Motors to drive the system need to be purchased and there has been discussion on what type of motor is best suited for the art assistant. The name game requires voice recognition software, so testing of the Microsoft voice recognition package was done. We found that voice could be recognized and put into script on the computer, however this software does not recognize names.

Most of my effort was spent in the development of the game for the mouse input device. For the alternative mouse input device, the first test game was created. While not fully complete, a functioning program was created. This took quite a bit of effort to learn how to use and understand the game maker program. Currently there is an intro screen and an instruction screen on how to play the game. With this there are five functioning levels. Time for each level counts down, failure to complete a level in the given time period results in ending of the game. The score for each game is also recorded. Based on the score achieved, the user can compare the coordination levels to previous attempts. In addition scores are recorded in a ‘high score’ list in order to give incentive to do better.
Keeping records on what is done in a lab notebook also takes up time in lab. Loading the records onto our website is problematic, the site is hard to use and doesn’t always upload the pdf files. Many hours were spent trying to get the website working that could have spent elsewhere, hopefully it will not take so long in the future.

**Future Work:**
During the next week, the game should be fully completed and the second game on its way. Brainstorming of what the second game theme should be will be done at the start of the week. Work on the art assistant device also needs to be done, a plan for production will be implemented and the parts required will be ordered and shipped. Testing of the infrared LED/receptor mechanics will be done. This will be examined with a LABview program which will need to be created.

**Project Review:**
There are three projects that are under development. Each project is in its own stage of development. From what has been done so far the alternative mouse input project is ahead of schedule, the name game is on schedule and the art assistant project is behind schedule.
**Hours Worked:**

Andrew - Monday (3 hours – 10-1pm)
- Wednesday (5 hours – 10-3pm)
- Friday (6 hours – 11-5pm)
Total time worked this week – 14 hours