Team 6 Weekly Presentation

Alternate Mouse Input System
Head Mounted Art Instrument
Game for Improving Name Recall

Derek Kulakowski
Matthew Zywiak
Andrew McLean
Project Overview(s)

Alternative Mouse Input System

- Above is the completed drawing of the foot mouse setup, with the track ball mouse setup pictured below
Project Overview(s)

Head and Arm Mounted Art Instrument

- Picture of the two tracks in the frame
- Single track pictured below
Work Completed

Alternative Mouse Input System

- First game has been completed. Moving Mouse over a target destroys it and gives you points.

- Production on the second game has started. Approximately half way through completion. Left/Right mouse clicks moves the paddle left/right.
Alternative Mouse Input System

- The housing for the foot mouse has been completed and is ready for the internal structure.
- The track ball housing has also been completed and is ready for internal construction.
Mounted Art Instrument

- After Contacting the client, Dr. Hallowell, she expressed concerns about having both a head and arm mounted instrument, that could sit on a table top instead of an easel.
Game for Improving Name Recall

- Construction of game panels continued and included the creation of the screen to load data and also the multiple choice game screen.

- Links between the panels were developed.
- Arrays to hold the pictures and the names were coded and set up.
Future Work

Alternate Mouse Input System

- Begin circuitry build for foot mouse and track ball
- Begin internal structure of foot mouse
- Begin internal structure of track ball system
- Finish second interactive game
Head Mounted Art Instrument

- Finish construction of screw actuator with Rich and Serge
- Order motors for track system
- Revise plans for infrared motion detection using Wii controller
Game for Improving Name Recall

- This week we will finish development of the picture loading capabilities
- Next we will develop timer and statistic functions for the game
- Once the game has been fully developed without voice recognition we will try to incorporate the voice recognition into the code
This week will be successful if we complete the following tasks

- Finish construction of the second track
- Finish construction of the housings for alternate mouse system and begin integrating internal components
- Finish development of computer game without voice recognition
- Finish second game for alternate mouse system
<table>
<thead>
<tr>
<th>Task Name</th>
<th>Duration</th>
<th>Start</th>
<th>Finish</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Begin Construction of second track</td>
<td>4 days</td>
<td>Mon 2/11/08</td>
<td>Thu 2/14/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Order Two Motors for the Track System</td>
<td>1 day</td>
<td>Mon 2/11/08</td>
<td>Mon 2/11/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Finish Construction of Foot Mouse Casing</td>
<td>1 day</td>
<td>Fri 2/15/08</td>
<td>Fri 2/15/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Finish Construction of Trackball casing</td>
<td>2 days</td>
<td>Fri 2/15/08</td>
<td>Mon 2/19/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Integrate circuitry into foot mouse</td>
<td>3 days</td>
<td>Mon 2/18/08</td>
<td>Wed 2/20/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Integrate Circuitry into Trackball housing</td>
<td>3 days</td>
<td>Thu 2/21/08</td>
<td>Mon 2/25/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Finish cabling of the computer game</td>
<td>5 days</td>
<td>Mon 2/11/08</td>
<td>Fri 2/15/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Incorporate Voice Recognition into Comp</td>
<td>5 days</td>
<td>Mon 2/18/08</td>
<td>Fri 2/22/08</td>
<td>Feb 3, '08</td>
</tr>
<tr>
<td>Research possibility of using Wi control</td>
<td>5 days</td>
<td>Mon 2/11/08</td>
<td>Fri 2/15/08</td>
<td>Feb 3, '08</td>
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<tr>
<td>Attach the tracks to each other</td>
<td>2 days</td>
<td>Mon 2/25/08</td>
<td>Tue 2/26/08</td>
<td>Feb 10, '08</td>
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<tr>
<td>Attach tracks to plexiglass base</td>
<td>2 days</td>
<td>Wed 2/27/08</td>
<td>Thu 2/28/08</td>
<td>Feb 10, '08</td>
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<tr>
<td>Link the two motors to the tracks</td>
<td>2 days</td>
<td>Fri 2/29/08</td>
<td>Mon 3/3/08</td>
<td>Feb 10, '08</td>
</tr>
<tr>
<td>Test voice recognition game</td>
<td>4 days</td>
<td>Mon 2/25/08</td>
<td>Thu 2/28/08</td>
<td>Feb 10, '08</td>
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<tr>
<td>Test alternate mouse system with game</td>
<td>2 days</td>
<td>Mon 2/25/08</td>
<td>Tue 2/26/08</td>
<td>Feb 10, '08</td>
</tr>
<tr>
<td>Complete Second game for alternate mouse</td>
<td>2 days</td>
<td>Mon 2/11/08</td>
<td>Tue 2/12/08</td>
<td>Feb 10, '08</td>
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</tbody>
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Hours Worked

Derek: 14 hours
Matt: 13 hours
Andrew: 13 hours