

## **EE Needs/To Dos:**

10/21/08 Neil updated software section

10/17/08 Update

- Power Circuitry (Jesse)
  - Schematics
  - Simulations
  - Parts List (see BOM)
  - Order Parts
  - Battery Harness/Setup
- SD Card Interface (Group)
  - # Games per cartridge
  - Casing Design
  - Interface design
  - Audio flow testing
  - Integration Software (Neil, Alana)
- LCD Integration
  - Power Considerations
  - Any connection circuitry
- Vibration Module Circuitry (Jesse and Ketan)
  - Schematics
  - Simulations
  - Parts List (See BOM)
  - Order Parts
- Buttons
- Speakers
  - Test the two we have ordered and choose one
  - External Circuitry (Ketan)
    - Parts (See BOM)
    - Schematics
    - Simulations
- Software
  - Simon API - Neaten Up
    - ~~Squares in Quadrants~~
    - ~~Sounds for each square~~
    - ~~Sound and square with button press~~
  - Vibration Module API
    - Need to send signal to external circuitry

10/21/08

- Avoidance API
  - Moving squares, circles and triangles
- Create and implement startup screen
- Create and implement no game (no SD card) screen
- Figure out how to load images from SD card for in game use
- Load wav files from SD card for in game use
- Strip down PropDOS (in progress)

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1) LCD Choice

- VGA vs NTSC

- NTSC uses fewer pins
- Values List
- uProcessor I/O Budget (Done, Google Doc)
- Power Considerations

2) Power Budget

3) Language Choice

- Spin vs

4) Additional Board

- IT Team needs development environment
- Need buttons and memory interface together
  - cannot really accomplish this with current dev board
- Perf board (?)
- Pre-built memory interface for SD card (online, see Parts/Links doc)

5) Software Expert --> Neil

6) Parts Spreadsheet Creation/Maintenance/Updating (Done, Google Doc, Published on Edge)

7) Link/Webpage List (Done, Google Doc, Published on Edge)