

sdmay19-25: Handheld Emulation Station

Week 10 Report

11/26 - 11/30

Team MembersJacob Nachman — *Meeting Facilitator*Nick Lang — *Meeting Scribe*Nic Losby — *Chief Engineer*Sean Hinchee — *Test Engineer*Matthew Kirpes — *Report Manager*

Summary of Progress this Report

This week is a lot of focus on getting ready for presentation time. Finishing up documentation, getting a sample PCB board soldered for the presentation, and learning Go language in preparation for the next semester for emulation design are all the big accomplishments of the final week.

Pending Issues (might change this to not talk about the presentation)

Lab testing with our PCB (waiting on parts) and getting everyone introduced to GO language, the language we will be using for emulation software design, and finally finishing up presentation for the faculty panel.

Plans for Upcoming Reporting Period

As the semester comes to an end, our plan for the upcoming semester is to jump right on track where we left on and hammer out our own emulator, as well as get working right on a prototype. We have decided that we will discuss these tasks over break (as everyone has a good idea of what they want to work on already) so individual tasks consist of being prepared for both emulation design, hardware prototyping, and hardware testing beginning next semester.

Past Week Accomplishment

- Jacob Nachman: Completed simple GO language tutorial and learned about what features make it beneficial for emulation design.
 - Sean Hinchee: Identified target interfaces for the emulator. Identified target interfaces for the kernel module. Determined how to expose the kernel module input methods.
 - Nick Lang: Did some GO tutorials and got familiar with some of the syntax of the language.
 - Matthew Kirpes: Focused on Go language learning in order to be prepared for emulation design.
 - Nic Losby: Inventoried the parts to make it much easier on us in the future.
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Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Jacob Nachman	<ul style="list-style-type: none">Spent this week focusing on GO language tutorial, I want to be familiar with it enough to feel I can write efficient code for our emulator when the time comes.Worked on presentation, design document, and project plan for final versions.	6	66.5
Nick Lang	<ul style="list-style-type: none">Did some GO tutorials and got familiar with some of the syntax of the language.	8	67.5
Nic Losby	<ul style="list-style-type: none">Soldered a PCB most of the way while waiting for more parts to show up.	5	67.5
Sean Hinchee	<ul style="list-style-type: none">Further work on the 5200 Atari emulator.Continue documenting Go-isms for the team.Build tests for the emulator.	7	66.5
Matthew Kirpes	<ul style="list-style-type: none">Learn/practice some Go programming.Prepare for presentation.	6	68

Gitlab Activity Summary

Nothing to report.
