

Senior Design

Spring Week 10 Report

Interactive Embedded Systems Learning using the Prairie Learn framework

3/21 - 3/28

Faculty Advisor: Phillip Jones

Team Members:

- Ben Stroup
- Caden Last
- Jack Kennedy - Git Team Lead
- Emmanuel Paz - Server Lead
- Ryan Dela Merced - Project Manager
- Cody Prochaska - Technical Team Lead
- Ryan Bumann

Summary of Progress this Week:

- Continued to work on all aspects of our project

Questions:


Team Member	Contributions	Hours	Total Hrs
Ben Stroup	Created Documentation Overview page, created and posted invalid grading video. Started creating slide set for other videos of mine	4	81
Caden Last	Work on editing videos. Adding new documentation to wiki. Adding information to questions. Improving questions that could use it.	6	81
Jack Kennedy	Working on running emulator on local	4	66
Emmanuel Paz	worked on new video for server documentation. Connecting class to prairielearn	2	74
Ryan Dela Merced	Started commenting on my code that was used in HW10, talked with Ryan B, about new way to create interactive program based off of the microcontroller diagram	3	69
Cody Prochaska	Made a tutorial video on how to set up assembly auto-grading in PrairieLearn with a custom docker image	6	76

Ryan Bumann	Worked on auto grading methods doc, doc revisions, creating presentations for documentations I've written, and go back and make sure the code I wrote is all commented.	5	92
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Plan for Next Week:

- Continue working on all aspects of our project, focusing on documentation

Additional Information:

 PrairieLearn Homework Tracking

Documentation Folder:

<https://drive.google.com/drive/u/3/folders/1Gzxc4K5lp1RqS3u9GGFeRAJ8C8Q-vc6x>