Senior Design

Spring Week 7 Report

Interactive Embedded Systems Learning using the Prairie Learn framework

2/28 - 3/7
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	Went through other homeworks and started fixing the allow blanks on them. Made team more aware of how to fix the problem on the homeworks not on main branches. Made powerpoint presentation for youtube video over it	5	75
Caden Last	Make local server to try to communicate with the thing that Jack got	5	71
Jack Kennedy	ETG gave physical hardware, planned some ways to use it. Looked into emulators.	4	58
Emmanuel Paz	worked on video and tried to help cody with emulation.	2	71
Ryan Dela Merced	Worked to fix some of the allowed blanks w/Ben. Continued HW10, planning to work with Jack w/ hardware.	4	64
Cody Prochaska	Continued implementing ARM autograder, created custom docker image from PL's grader-c to allow ARM compilation. Still working with Manny to fix some issues with the	6	68

	autograding, very close though.		
Ryan Bumann	Searched for emulator/simulation options. Worked on more difficult autograding problem	10	85

Plan for Next Week:

Additional Information:
[PrairieLearn Homework Tracking](#)
Documentation Folder:
https://drive.google.com/drive/u/3/folders/1Gzxg4K5lp1RqS3u9GGFeRAJ8C8Q-vc6x

Ben's Presentation
[PrairieLearn Problem: error: invalid grading](#)