# Senior Design

## Spring Week 12 Report

# Interactive Embedded Systems Learning using the Prairie Learn framework

4/4 - 4/11 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	Worked on the 4 week plan, added all the documentation issues onto the Git board, talked with cody about the difference between assembly questions	4	89
Caden Last	Finished recording and editing question video. Made slides for answers video	4	90
Jack Kennedy	Organized and created server documentation clips based on Dr. Jones feedback <u>Server doc content</u> <u>Server doc organization</u>	6	75
Emmanuel Paz	I created a timeline document and worked on week 1. I am working on a video development environment.	4	82
Ryan Dela Merced	Continued to help Ryan B with dataflow problems. Created a table to show all the ways to set up a specific port. Done with code commenting on my hw questions on PL.	4	78
Cody Prochaska	Researched assembly autograder, made a demo on a HW12 question that Dr. Jones wanted an explanation. Talked with Ben about that same question type.	4	88

Ryan Bumann Worked on organizing issues. Continued working on flow problem UI.	6	104
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### Plan for Next Week:

- Continue working on all aspects of our project, focusing on documentation
- Finish server clips based on feedback

#### Additional Information:

Complete timeline (week0-4) | PrairieLearn

Documentation Folder: https://drive.google.com/drive/u/3/folders/1Gzxg4K5lp1RqS3u9GGFeRAJ8C8Q-vc6x