

## EE/CprE/SE 491 Bi-Weekly Report 1

January 25<sup>th</sup>-February 8<sup>th</sup>

Group Number: 38

Project Title: i281 Visualizer

Client/Advisor: Dr. Stoytchev

### Team Members:

Jacob Betsworth – Design Specialist of the i281 GUI

Colby McKinley - Visualization specialist of the i281 Processor

Eric Marciano – Assembler specialist

Brady Kolosik – Head of Integration and Verification

Bryce Snell – Simulator Expert

Aiman Priester – Verilog specialist

**WEEKLY SUMMARY:** In this initial two weeks of class, we have spent our time regrouping and reviewing our progress from last semester. Last semester we had made great progress to the point where we have mostly bugs to work out of our individual contributions before we move into synthesizing it all into the visualizer. For this we have split off to review our code and make sure we have a full understanding of it as well as it being well tested. So far there have been no major changes in our planned flow from last semester, but as testing continues, we have time prepared to cushion any missed deadlines we may have.

**PAST WEEK ACCOMPLISHMENTS:** This initial week has not been very extravagant as all progress has been in correcting existing bugs and cleaning code. This was done on a group wide scale as we have discussed in a meeting on February 8<sup>th</sup>. We all also came together to develop this report and the presentation for the PRIM meeting tomorrow, February 9<sup>th</sup>, to discuss name changes, bugs that gave us issues, and general concerns.

### INDIVIDUAL CONTRIBUTIONS:

NAME	INDIVIDUAL CONTRIBUTION	Hours this week	Total Time
Jacob Betsworth	Worked on correcting bugs and reviewed code for the GUI	4	4
Colby McKinley	Worked on correcting bugs and reviewed code for the visualizer	5	5
Aiman Priester	Worked on correcting bugs and reviewed code for the Verilog converter	5.5	5.5

Eric Marciano	Worked on correcting bugs and reviewed code for the i281 assembler	6	6
Brady Kolosik	Worked on correcting bugs and reviewed code for the GUI	5.5	5.5
Bryce Snell	Worked on correcting bugs and reviewed code for the simulator	5	5

**PLANS FOR UPCOMING WEEKS:** In these coming weeks we are planning on getting started with synthesis so that way we can begin testing all the components as one visualizer. This will require a lot of communication as errors in synthesis will likely be due to people not understanding each other's code right away and mistaken variable names as well as many other issues I will not be able to foresee. As such, this stage will likely be our longest development stage and won't be done in a single two-week period but two if not more periods dependent on bugs.