

EE/CprE/SE 491 Bi-Weekly Report 2

February 9th-February 22nd

Group Number: 38

Project Title: i281 Visualizer

Client/Advisor: Dr. Stoytchev

Team Members:

Jacob Betsworth—Design Specialist of the i281 GUI

Colby McKinley -Visualization expert 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:

We spent this week implementing more features for the client to finalize designs. We have fully immersed ourselves in the project understanding our code from last semester. From our client we got a list of needed changes. Simulators were made to work and other major parts of the project are currently in the debug phase.

PAST WEEK ACCOMPLISHMENTS:

The assembler added a drop down menu with multiple layers and added all assembly examples. The wires received segmentation and moved positioning. The Control box was more complete with bit values. The simulator now properly executed for loops. The Altera board GUI has made its way in the main GUI. Symbol files for all the top level modules in Quartus were generated and wired to the clients specifications.

INDIVIDUAL CONTRIBUTIONS:

NAME	INDIVIDUAL CONTRIBUTION	Hours this week	Total Time
Jacob Betsworth	Worked on integrating GUI into main GUI	6	11
Colby McKinley	Worked on making GUI changes to better match picture	9	16
Aiman Priester	Wired all the parts of the i281 in Quartus	9	14.5

Eric Marciano	Worked on Assembler	6	12
Brady Kolosik	Worked on segmenting wires	6.5	12.5
Bryce Snell	Worked on fixing simulator code	8	13

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.