

Monday March 29th – First group meeting, brainstorming ideas for project. Ideas included: Laser Chess, Spin-off of Kerplunk, 3-D Puzzle, Hook-em. After deliberating we chose laser chess as our initial plan.

Saturday April 3rd – After careful consideration and input from the TA's we decided to take on a new project. We found some fundamental problems with laser chess. Namely, cutting glass or mirrors on the laser cutter, as well as the dependability of near perfect angles from the pieces printed in the 3-D printer. If the pieces weren't exact the laser would rebound at an incorrect angle. We decided to take on Tether bowling.

Monday April 5th – Planned out all the steps necessary to complete the game. We designed and sketched a model of our game. Picked the materials and colors that would be used.

Thursday April 8th – Ordered all the materials. Black and White 1/4 in acrylic as well as the chain and ball. Meet with MEAM 150 partner and gave him instructions for the parts that needed to be machined. An aluminum pole that holds our chain as well as drilling a hole through the center of a metal ball.

Wednesday April 13th - Drew all the pieces of the board on SolidWorks. Made the dimensions so that we would get proper press fits. Designed pin on SolidWorks and submitted one to the 3-D printer.

Thursday April 14th – Laser cut a scaled down version of the base and two sides but not successful. The press fits depended on the width of the material which could not be scaled down.

Monday April 19th – Laser cut full scale model of the base and 2 sides. Got good press fits.

Wednesday April 21st – Laser cut entire board with actual materials.

Thursday April 22nd - Finalized assembly in SolidWorks and made renderings for brochure.

Saturday April 24th - Glued all the pieces together and press fit the sides.

Sunday April 25th - Created the game brochure, attached the chain and ball to the pole. Tested game

