

Diana's Checklist:

- Create RS232 interface
- Create FSM to start off chip's initial ready signal
- Hook up and test to make sure proper signals are being read
- Create Sram memory for calibration states
- Write calibration logic for keyboard input
- Write decoder logic for keyboard input
- Write calibration logic for mouse input
- Write decoder logic for mouse input
- Write calibration logic for accelerometer input
- Write decoder logic for accelerometer input
- Test with chip.
- Integrate with Audio and Visual portions
 - o Expecting to pass the audio player a variable corresponding to the interpreted hand motions.

Doris' Checklist:

- VGA FSM
 - o Displays buttons
 - o Displays current playback mode
 - o Displays current function being carried out
 - o Displays instructions for calibration
 - o If time permits:
 - Display accelerometer signal on screen to represent hand motion
- Audio player
 - o Records
 - o Plays back
 - o Skip forward a track
 - o Skip back a track
 - o Volume control
 - o Pause
 - o Stop
 - o Signal manipulation
 - Echo, Alvin, and Barry
 - If time permits:
 - Other signal manipulations
- Read and write songs to ZBT memory
- Read and write addresses to a SRAM
 - o Keeps track of which addresses in the ZBT to jump to when skipping forward and backward
- Integration and synchronization of Audio and VGA
 - o Audio and VGA agree. For instance, if recording, the song will be written to the ZBT and at the same time, the VGA display will show the recording button being pressed and tell the user he/she is recording.
- Integration of audio player with accelerometer
 - o Audio playback and VGA display respond appropriately according to the accelerometer read out (ie plays when the play command is motioned)