20161201 Meeting

- 6pm @Central Library Group Study Room B

- Attendance: Orion, Xav, Chelle, Clive, Mariam, Burgess, Koral

- Recorder: Burgess

- General discussion on the ways of achieving the keyboard:

  Software part: need to know how to **programme** the **keyboard microcontroller** and the **app built in the OS**.

  Hardware part: **mechanical keyboard** is an easier way for prototyping our design (comparing to membrane keyboard). We need **3d-printed keyboard case**, **pcb**, **mechanical switches**, **key caps** as hardware.

  Start to design a mathematical keyboard initially. If possible, we can achieve multifunctionality.

- Milestones:

  1. **Research** on what the most commonly used math symbols are. (This week target)

  2. Decide the **layout** for our keyboard:(before Christmas beak)

  Size? Key numbers? Rectangle keys and square keys locations?

  There should be (ideally) no overlap between our keyboard and normal keyboard, since we will keep both. Therefore, we might have no numbers on our keyboard.

  3. **CAD** for hardware. (during Christmas break)

  4. **PCB** design and others. (next term after finishing the PCB lab)

- We start to use **Slack** as our online communication/discussion tool.

- Work for this week

1. Research on what the most commonly used math symbols are.

2. Come up with ideas about the layout.

- Meeting finished @7pm