| **sdmay23-43: Con-sea-erge**  Week 6 Report  October 28 - November 4  **Team Members**  Melanie Fuhrmann  *— Client interaction/ Frontend app dev* Nathan Paskach  *— Firmware design* Sarah Degen  *— Meeting note taking, circuit design* Adan Maher  *— Organization, Cyber Security* Brandon Mauss  *— Component Design* Isabella Leicht  *— Aquatic Care, Cyber Security* Jack Croghan  *— Software Component Design*  **Summary of Progress this Report**  This week we began to prototype using the pieces we have already received and ordered the rest of the parts we will need. We have also begun outlines for the functionality of the application to go with the feeder.  **Pending Issues**  As of right now, we are just waiting for the rest of the parts for the prototype and need to begin the next part of the design document.  **Plans for Upcoming Reporting Period**  For the upcoming reporting period, we will be working on the issues stated above.  **Individual Contributions**   | **Team Member** | **Contribution** | **Weekly Hours** | **Total Hours** | | --- | --- | --- | --- | | Melanie Fuhrmann | worked on initializing app and tried to find access to a mac laptop for iOS testing | 4 | 0 | | Nathan Paskach | Did board layout/connection brainstorming | 2 |  | | Sarah Degen | Concept drawings of possible feeding mechanisms | 2 |  | | Adan Maher | Began ethics documentation, continued tinkering with the team website | 2 | 0 | | Brandon Mauss | Worked on 3D modeling | 2 | 0 | | Isabella Leicht |  |  | 0 | | Jack Croghan |  |  | 0 | |  |  |  |  | |  |  |  |  | |  |  |  |  | |
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**Gitlab Activity Summary**

Nothing to report.