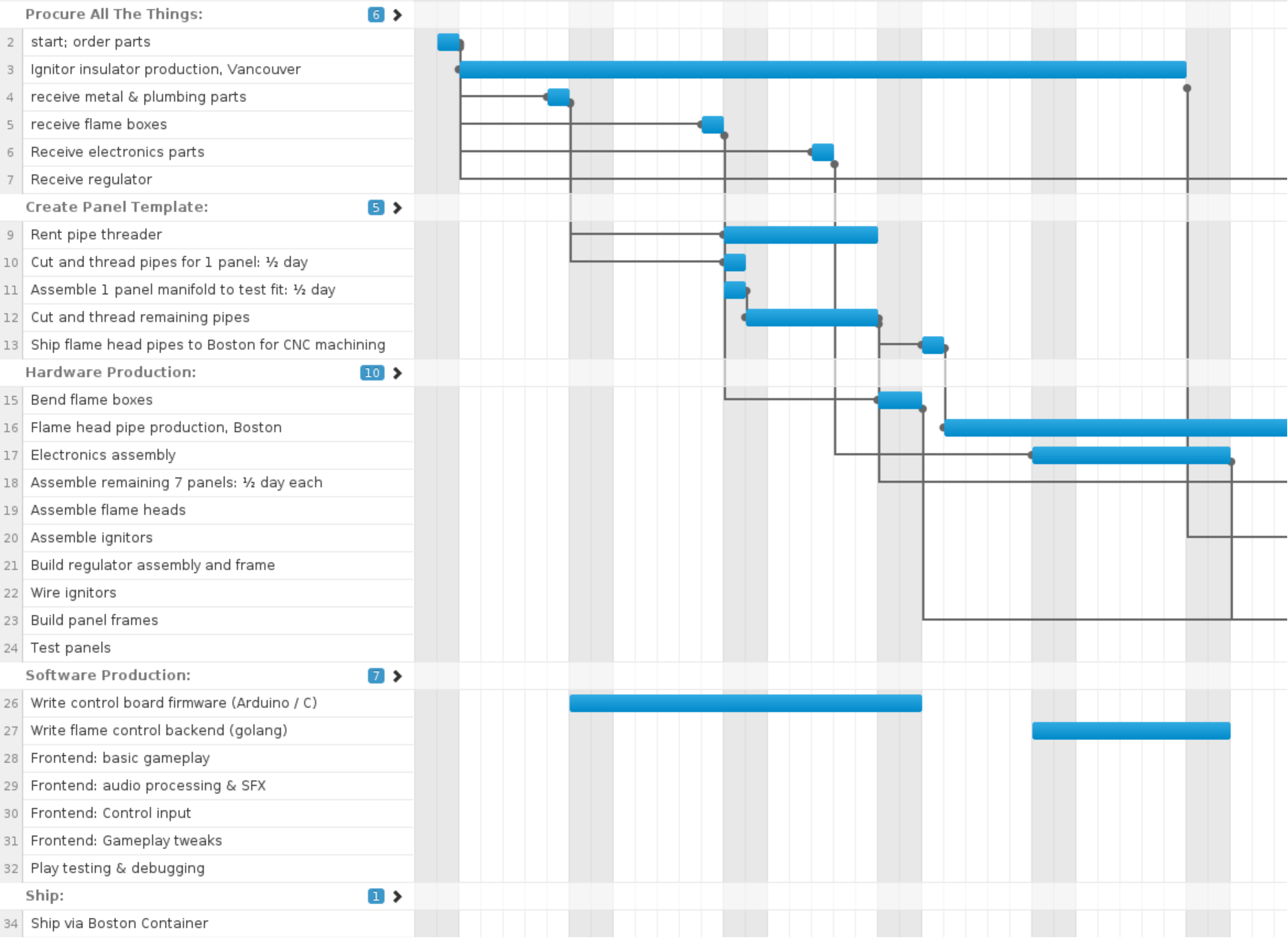


Fire Tetris Build

Mar 2015

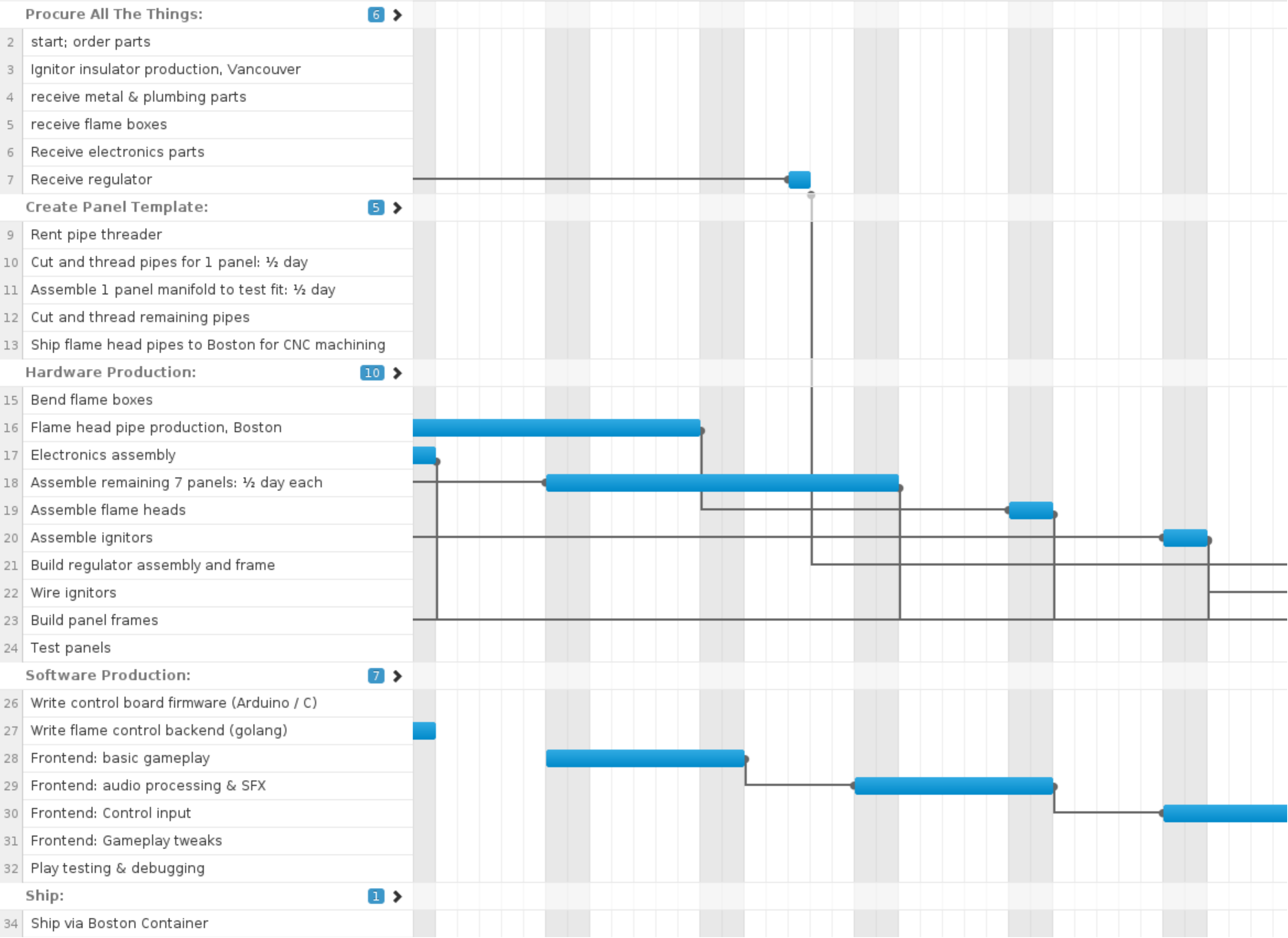
Apr 2015

14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22



Fire Tetris Build

19 20 21 22 23 24 25 26 27 28 29 30 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28



Fire Tetris Build

Jun 2015

28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 1 2 3 4 5 6

Procure All The Things: 6 >

- 2 start; order parts
- 3 Ignitor insulator production, Vancouver
- 4 receive metal & plumbing parts
- 5 receive flame boxes
- 6 Receive electronics parts
- 7 Receive regulator

Create Panel Template: 5 >

- 9 Rent pipe threader
- 10 Cut and thread pipes for 1 panel: ½ day
- 11 Assemble 1 panel manifold to test fit: ½ day
- 12 Cut and thread remaining pipes
- 13 Ship flame head pipes to Boston for CNC machining

Hardware Production: 10 >

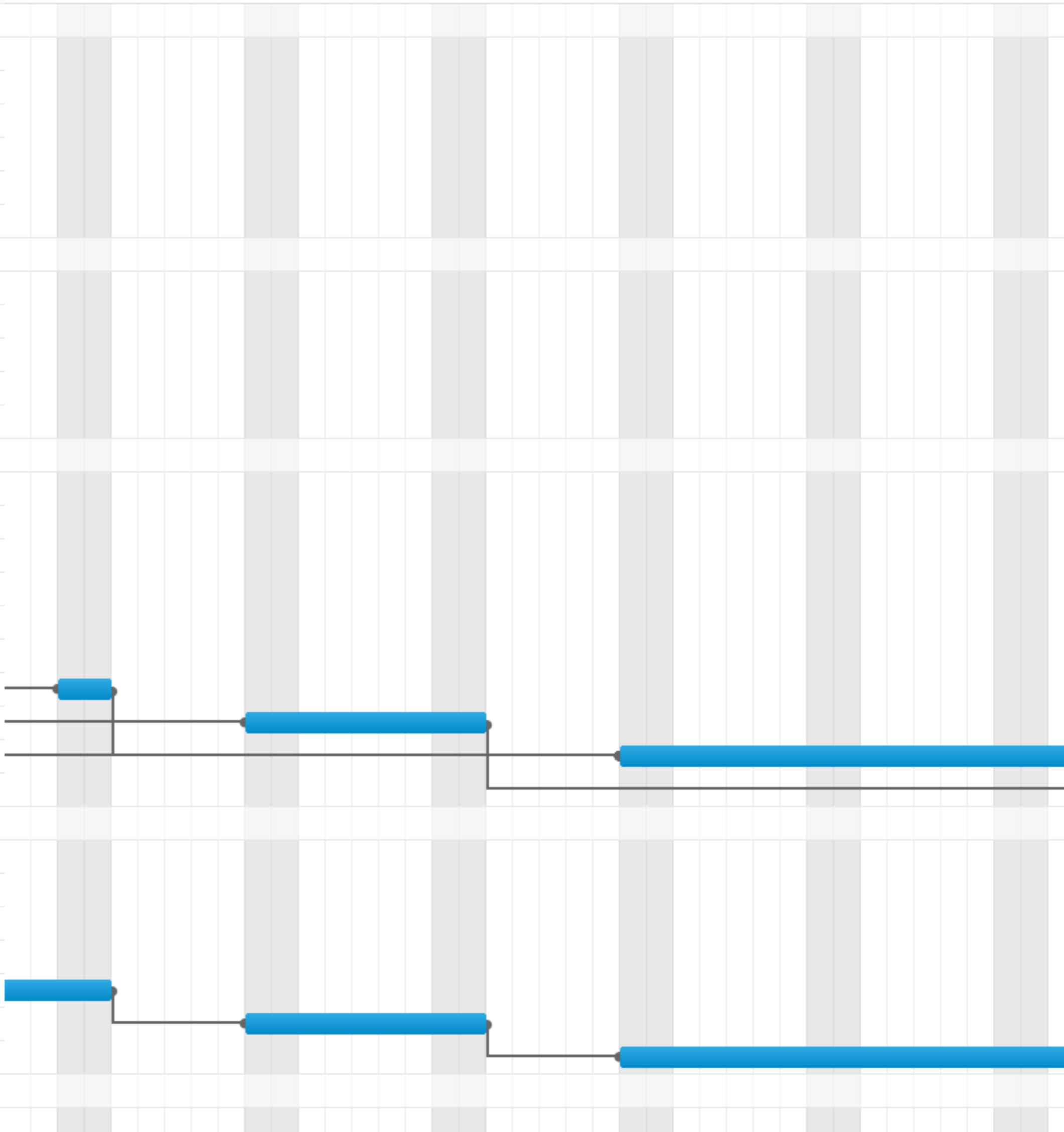
- 15 Bend flame boxes
- 16 Flame head pipe production, Boston
- 17 Electronics assembly
- 18 Assemble remaining 7 panels: ½ day each
- 19 Assemble flame heads
- 20 Assemble ignitors
- 21 Build regulator assembly and frame
- 22 Wire ignitors
- 23 Build panel frames
- 24 Test panels

Software Production: 7 >

- 26 Write control board firmware (Arduino / C)
- 27 Write flame control backend (golang)
- 28 Frontend: basic gameplay
- 29 Frontend: audio processing & SFX
- 30 Frontend: Control input
- 31 Frontend: Gameplay tweaks
- 32 Play testing & debugging

Ship: 1 >

- 34 Ship via Boston Container



Fire Tetris Build

