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

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

May 2015

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Jun 2015

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