Digital Kitchen Timer

Project Summary Group 5: Anton Liakhovitch

The digital egg timer project provides a simple means of cooking an egg for a specific duration of time. This particular design focuses on ease of use and reliability. Starting a timer is as simple as turning the device on, turning a knob to select a time duration, and pressing a bright red "start" button. A user-replaceable rechargeable battery and a rugged enclosure ensure that the egg timer lasts significantly longer than most modern consumer electronics.

As a person who enjoys pushing personal boundaries, this project was a difficult exercise in exploring new technologies while simultaneously adhering to a time schedule. The project presented several expected challenges, which I intentionally undertook by choosing certain design decisions. For example, choosing Rust as the programming language meant that I had to learn an entirely new language and work with unfinished hardware access libraries. In return for the extra work, I have gained valuable understanding of a language which may be the future of embedded development. I also faced unexpected challenges, such as the PCB design error which I solved by cutting and rerouting traces. These enabled me to learn the relevant skills, but they also gave me an opportunity to improve my handling of unexpected situations.

I also learned a variety of more specific lessons. The most important of these was the idea that I should always attach as much microcontroller I/O as I can to various parts of the device. This is simple and inexpensive, and potentially allows turning a hardware problem into a software problem further down the line.

Timer Project	Ga	ntt C	Char	t																
	Phases																			
	Design										Assembly		Testing		Finalizing					
Task Name	Week 1		Week 2		Week 3		Week 4		Week 5		Week 6		Wee <mark>k 7</mark>		Wee <mark>k 8</mark>		Week 9		Week 10	
Circuit Design						Ļ														
PCB Design								Ļ												
Waiting for PCB												Ļ								
Assembly														Ļ						
Verification												t				Ļ				
Troubleshooting												1								
Programming												î								
Case Design												t								
Case Manufacture												t								
Reordering PCB if something goes wrong																				
Report Writing																				