During this week we started to fix up the leftover errors that we had before like the sound not increasing or decreasing depending on if the user is getting closer or farther from the rabbit. What was happening before was when the user made a move either a wedge or even a tap on the screen the sound wasn't changing and in our case that's a big deal because it indicates to the user where they are getting closer or farther and now that problem is fixed. We also got the hardware component of our project down and completed. We made a sensor or a breadboard for a more technical term and what it does is track the users position and displays it on the board. This was a huge part of the week and that is why there isn't a lot to report on but we also have done a lot more testing. The ADC is reading correctly but like all the other components to our project needs more testing and in its case it needs to calibrated better. We are also in consideration to adding more hardware into the system but at the time being it's up in the air. The main thing is that we completed the main hardware situation that we need to solve. Also this week we have began to shift our focus into the user manual. As the manual is a huge part of the assignment we decided as a group that we should dedicate some time to this as it is just as important to the project as the project is itself. As for next week we need to implement a win condition. More so a way for the user to know that they have successfully located the rabbit. At the current time we don't have a situation stating that the user has won. Hopefully by the end of next week we have the win condition implemented along with a good chunk of the user manual done. Also we will decide if we want to add all the extra features that we have been debating on adding for weeks like the history. As for now we are on track with our Gannt Chart and hope to finished in the next couple weeks.