# **Template for blog entry on IoT Experimental Project - DIG008AS3AE-3001**

Please use this structure to write a blog entry. I will manage the transfer to the Web, so you can attach the pictures directly into this template.

# Introduction

We have done couple of IoT courses and we wanted to continue our project. The project is a NFC tag reader turned into a game. We got it to work with e-paper and everything, so proof-of-consept is working. Next step was to make it better.

# Ideas

We had the idea to improve our project that we started on the last course. It seemed that the esp32 computing power was not enough for us to implement some functions to the game. The idea was to send the data to a server and use computers superior processing power to tun our game.

# What did you need to learn

At least how to send data and the read it in the destination and how to use it to our liking.

# The building phase

First we got a piece of cloud from Haaga-Helia to send our data. That went surprisingly good and we got text to appear in the server. But the problems started when we tried to read it and use it to anything. We tried to read the data for weeks even with the help of the IT-helpedesk, but to no success. There was some kind of reading blocking so we coulnd’t access the data so a new plan was needed.

Then we though how else we could use the NFC data to play a game and we ended in a Gamemaker program. First steps were again to connect esp32 to the program and send data.

# The outcome

What did you learn?

Did this course make you more interested in tinkering, or was this a one-off thing for you?

What further ideas did you get for making in the future?