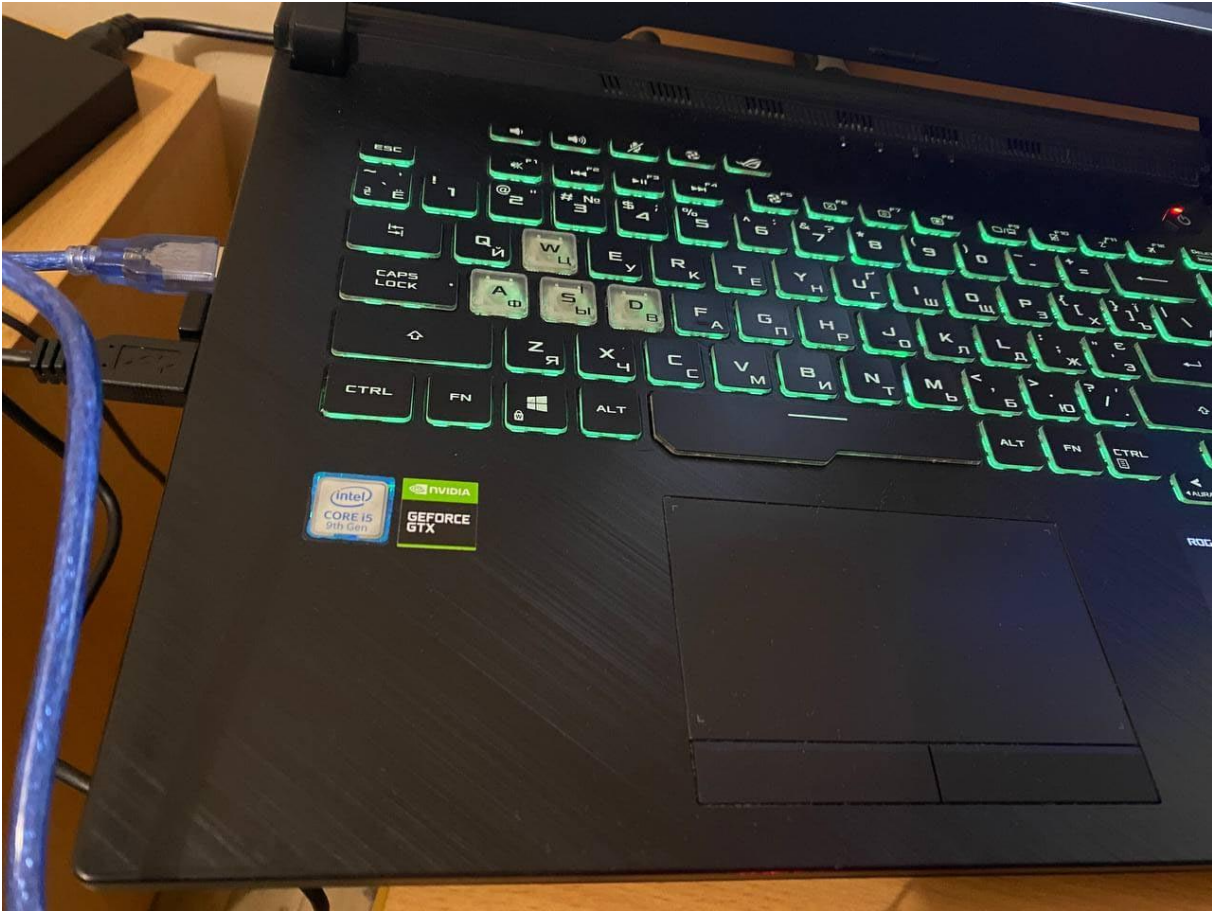


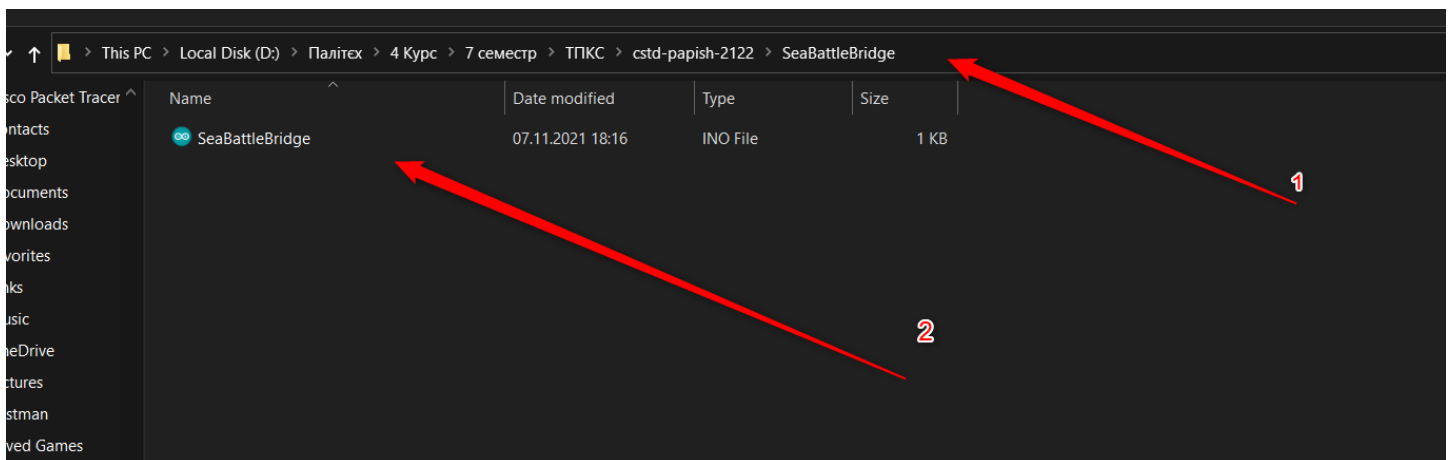
1) Connect Arduino and Psoc to PC



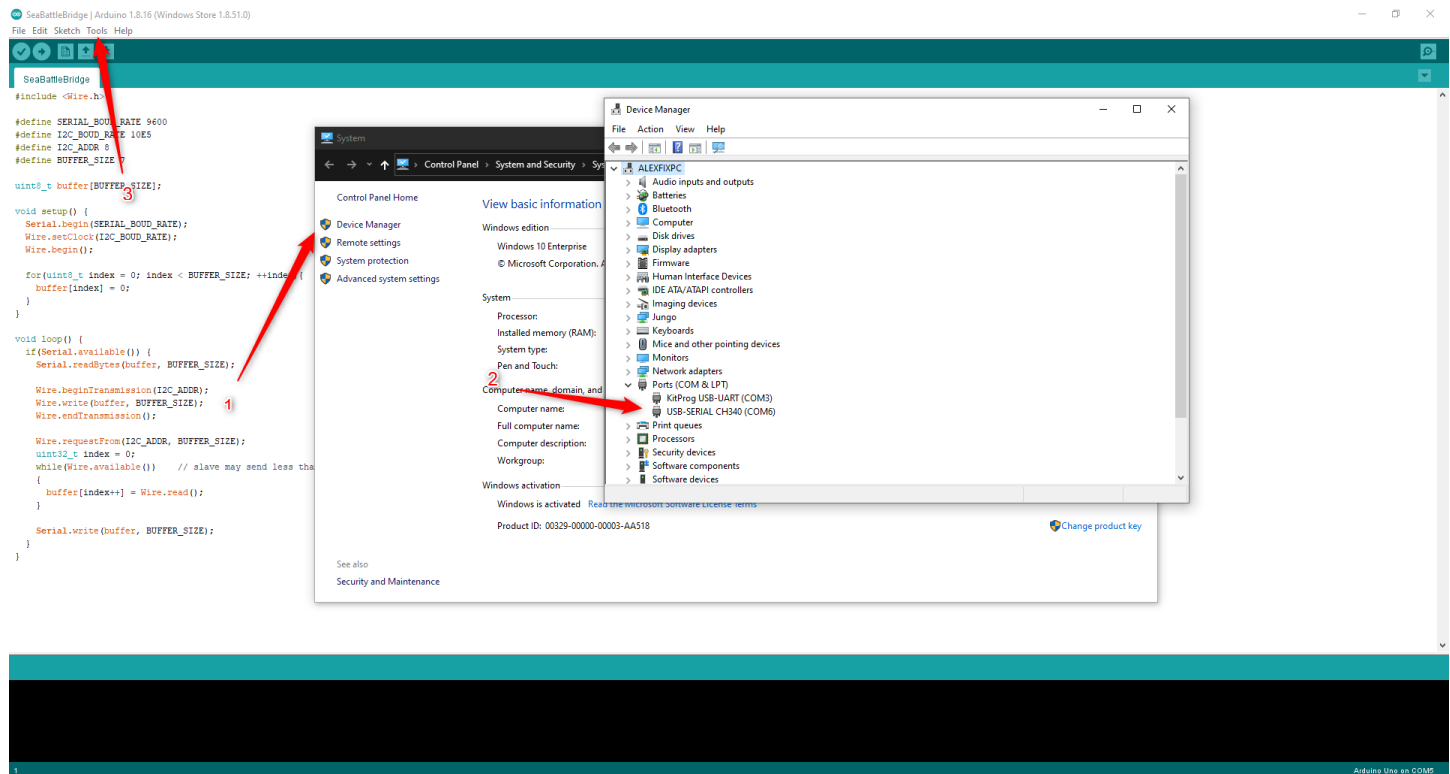
2) Connect Arduino GND to Psoc GND. Arduino SCL to Psoc P3[0]. Arduino SDL to Psoc P3[1].



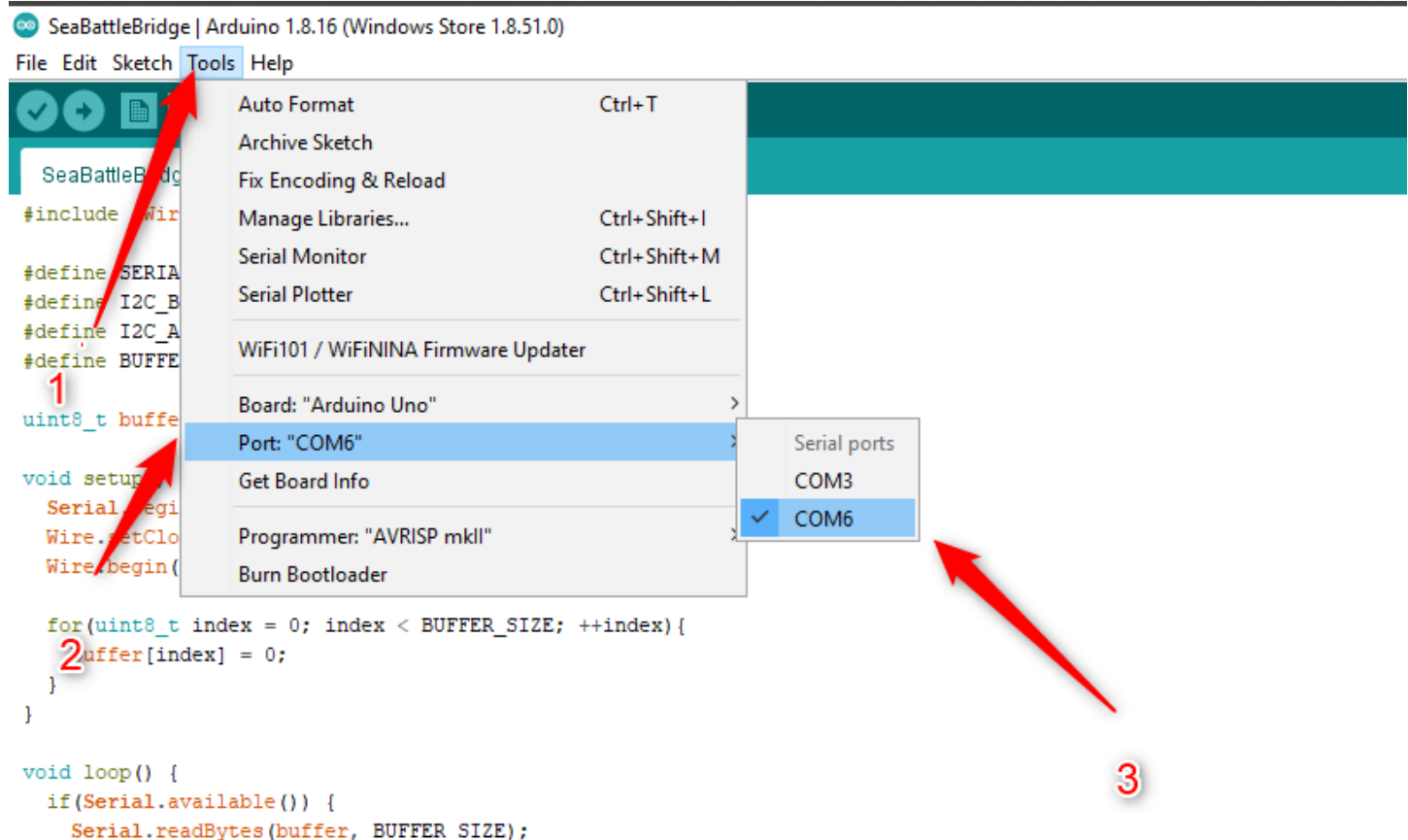
3) Open SeaBattleBridge.ino in Arduino IDE.



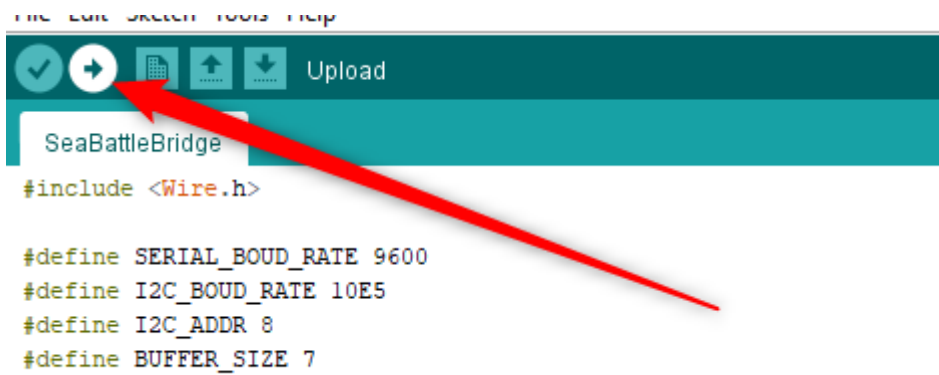
4) Open device manager and check Arduino COM port.



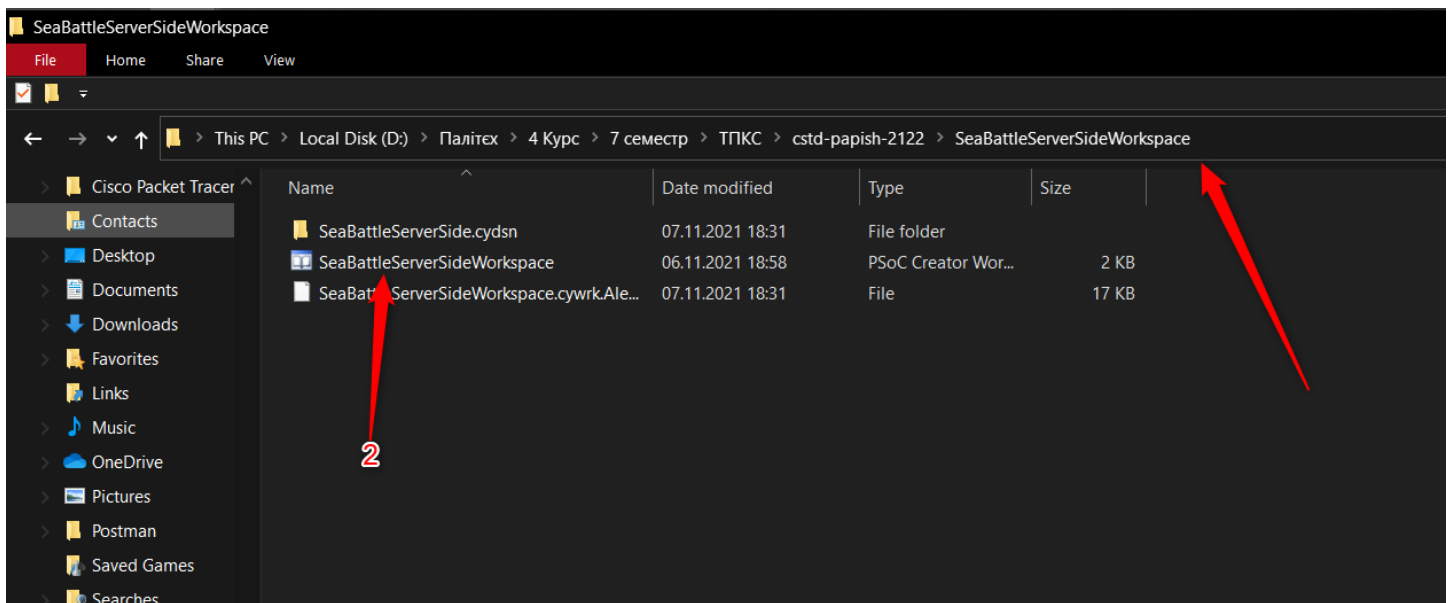
5) Change Arduino COM port in Arduino IDE.



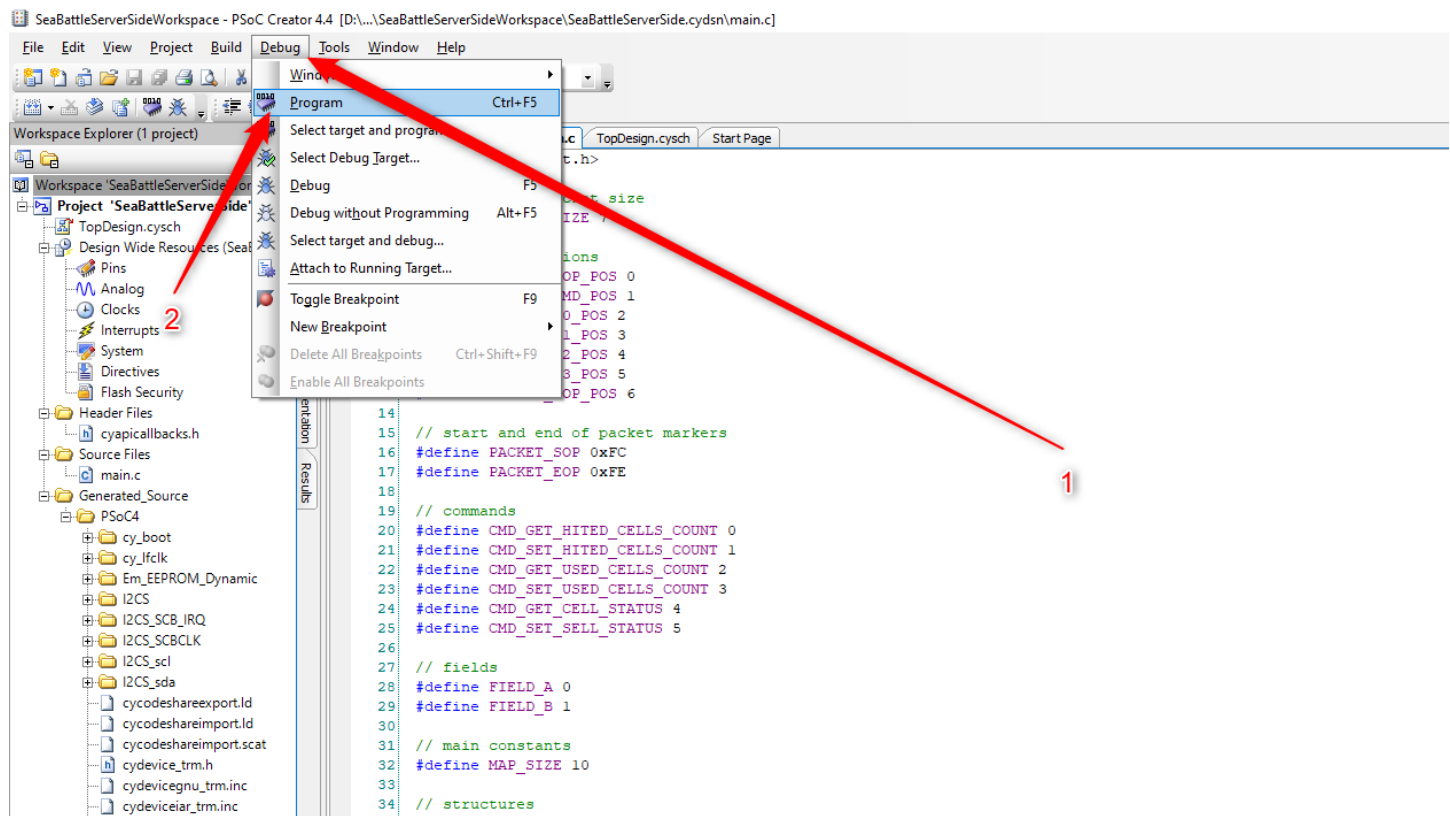
6) Upload script to Arduino board



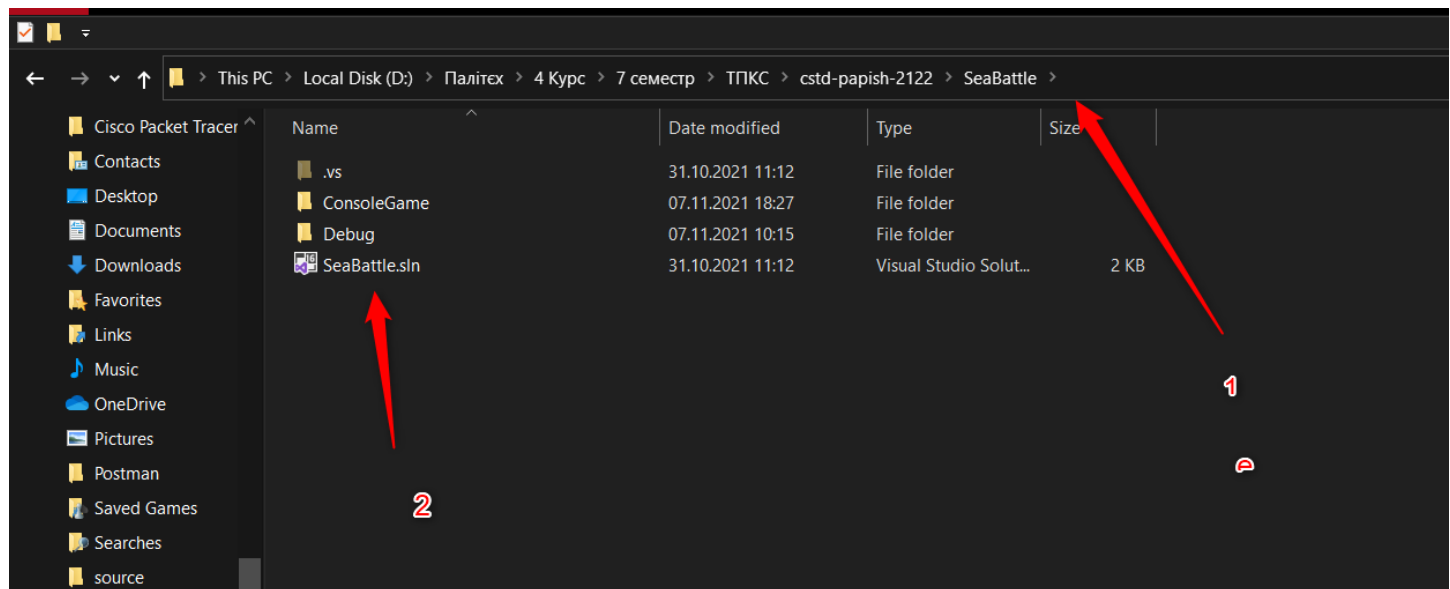
7) Open SeaBattleServerSideWorkspace.cywrk in Psoc Creator



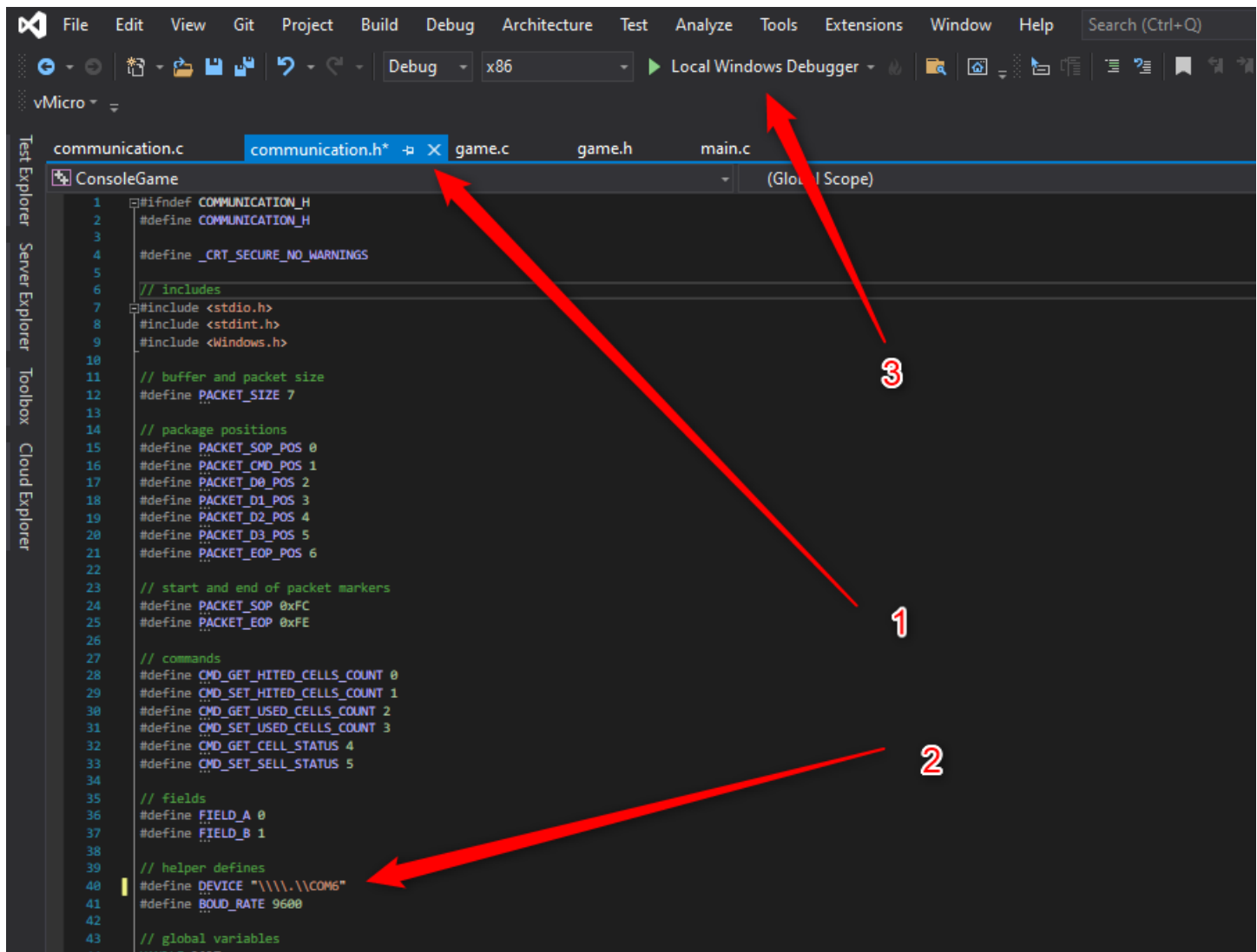
8) Programme the PsoC board.



9) Open SeaBattle.sln in VisualStudio



10) Change Arduino COM port setting and run the project.



11) Start new game

```
C:\> D:\Папітєх\4 Курс\7 семєстєр\ТПКС\cstd-papish-  
Choose action:  
    1) New game  
    2) Quit  
Action: 1
```

12) Select Men vs Men mode

```
C:\> D:\Папітєх\4 Курс\7 семєстєр\ТПКС\cstd-papish-  
Choose action:  
    1) Men vs Men  
    2) Men vs AI  
    3) AI vs AI  
    4) Quit  
Action: 1
```

13) Then fill battle field a, b or load saved game and start game.

```
C:\> D:\Папітex\4 Курс\7 семестр\ТПКC\cstd-papish-2122\SeaBat
Choose action:
    1) Fill battle field A
    2) Fill battle field B
    3) Load
    4) Start game
    5) Quit
Action: _
```