5/8/25 Shane Slack, Tim Rossiter RCET Instructors Idaho State University Subject: Letter of Transmittal

Dear Super Cool Instructors,

We, Alex Wheelock and Andrew Keller are submitting our report on work done for the Laser Arcade project. This project is an arcade style game where two players compete using custom blasters to engage targets for points within a set time limit. The purpose of this game is to be a fun and interactive tool used for recruiting at events such as Tech Expo.

This project was started last semester by Alex Wheelock, where the groundwork was laid out, and a blaster prototype was created on a breadboard. This semester both parts of the project were developed and completed, including the target system and blaster. Enclosed in this report is the technical documentation on the work completed this semester on the project, as well as recommendations for future development.

We revoke all rights to this project.

Section	Page Number	Initials: Alex	Initials: Andrew
Table of Contents	2		
Table of Figures	5		
Abstract	8		
Background	9		
Proposed Problem	10		
Technology Impact	12		
System Overview	14		
System Block Diagram	14		
Blaster	18		
Target System	45		

Engineering Log	70	
Cost Analysis	75	
Conclusion	80	
Recommendations	81	
Schematics	82	
PCBs	91	
Mechanical Drawings	104	
Flowcharts	114	
Port Bitmaps	118	
Code	121	
GitHub	200	
References	201	

Sincerely,

Alex Wheelock 6th Semester Student

Andrew Keller 5th Semester Student