

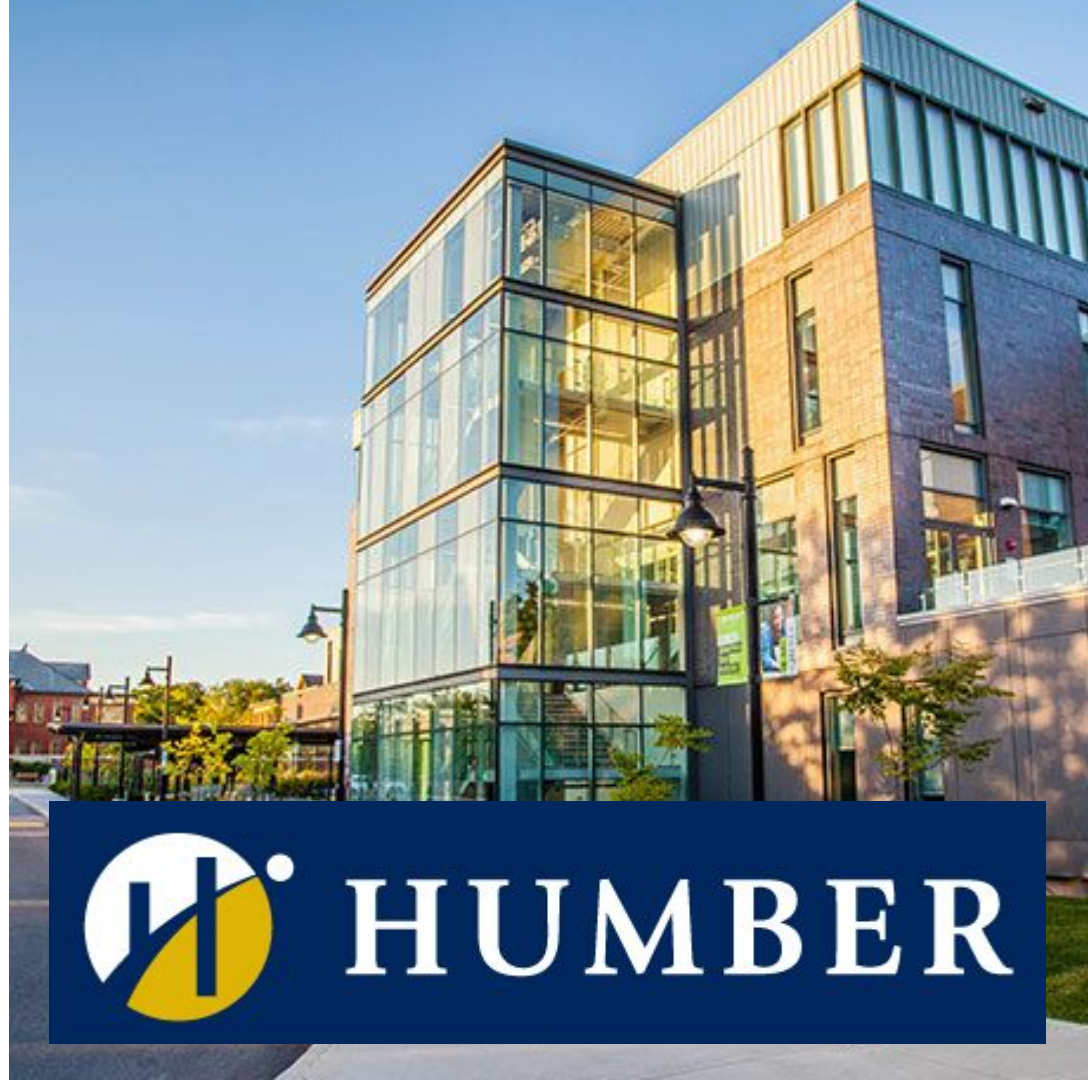
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HUMBER

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HUMBER



jonny sun ✓

@jonnysun

i sent all my sims to university & they
all became computer scientists &
proved they were living in a
simulation so i unplugged my
computer

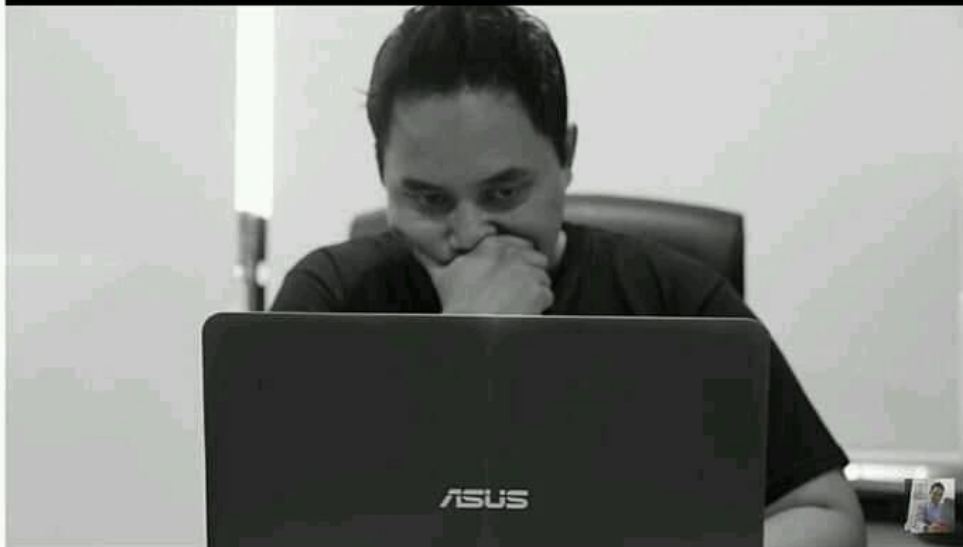
MY CODE DOESN'T WORK

I HAVE NO IDEA WHY

MY CODE WORKS

I HAVE NO IDEA WHY

When I wrote this code,
only God & I understood what it did.



Now...
only God knows.

LEGO™ Smart City



**The LEGO™ Smart City
is a playground to learn code
using real-life application.**

LEGO™ Set Module



1. Choose a LEGO™ Set

2. Interactivity

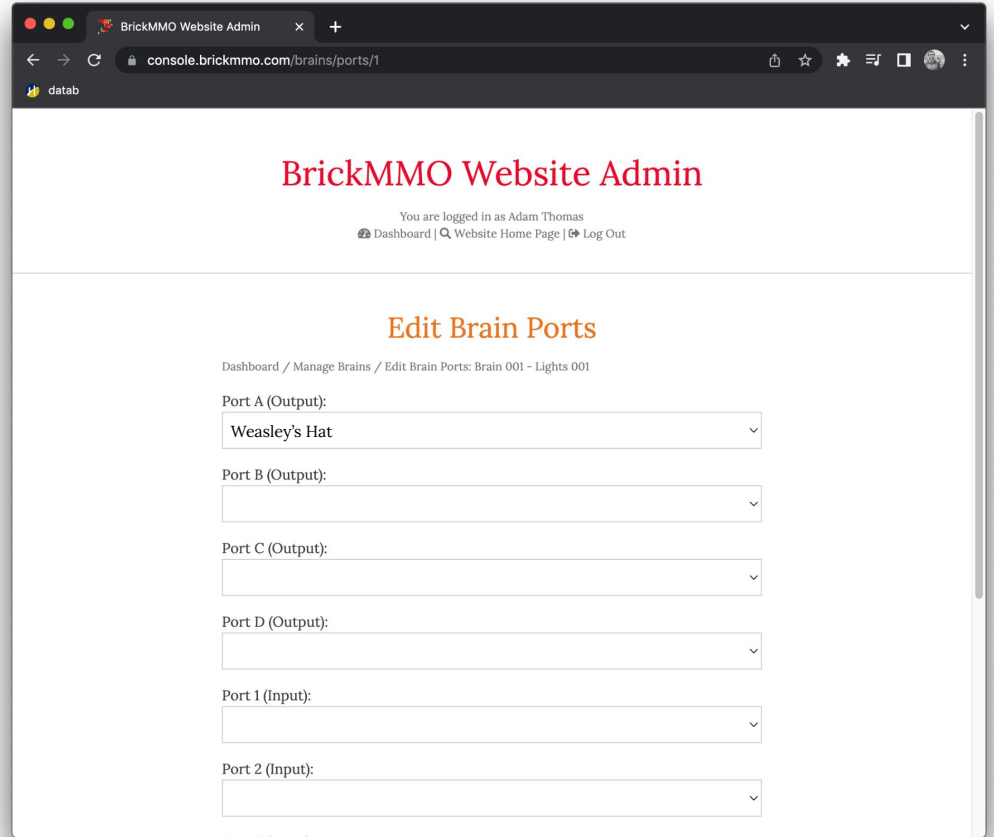
Interactivity

Choose a method to make
your LEGO™ set interactive.



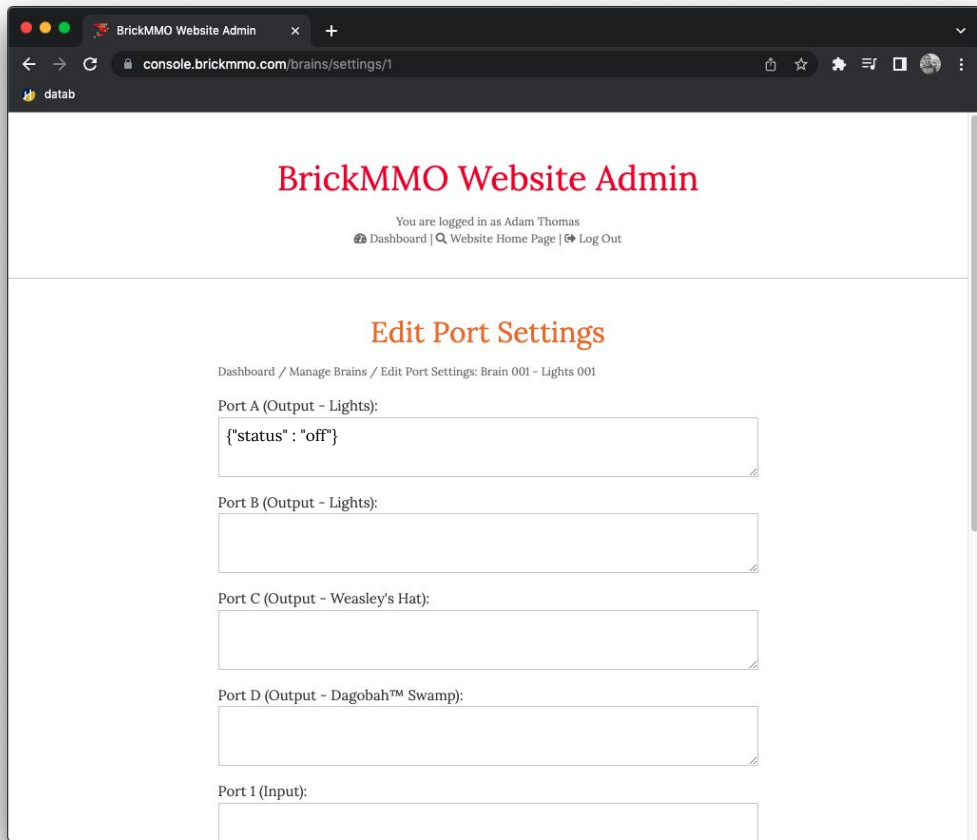
3. Settings and Info

Name your Module



Module Settings

Determine what settings your module will need and put them into a JSON object.

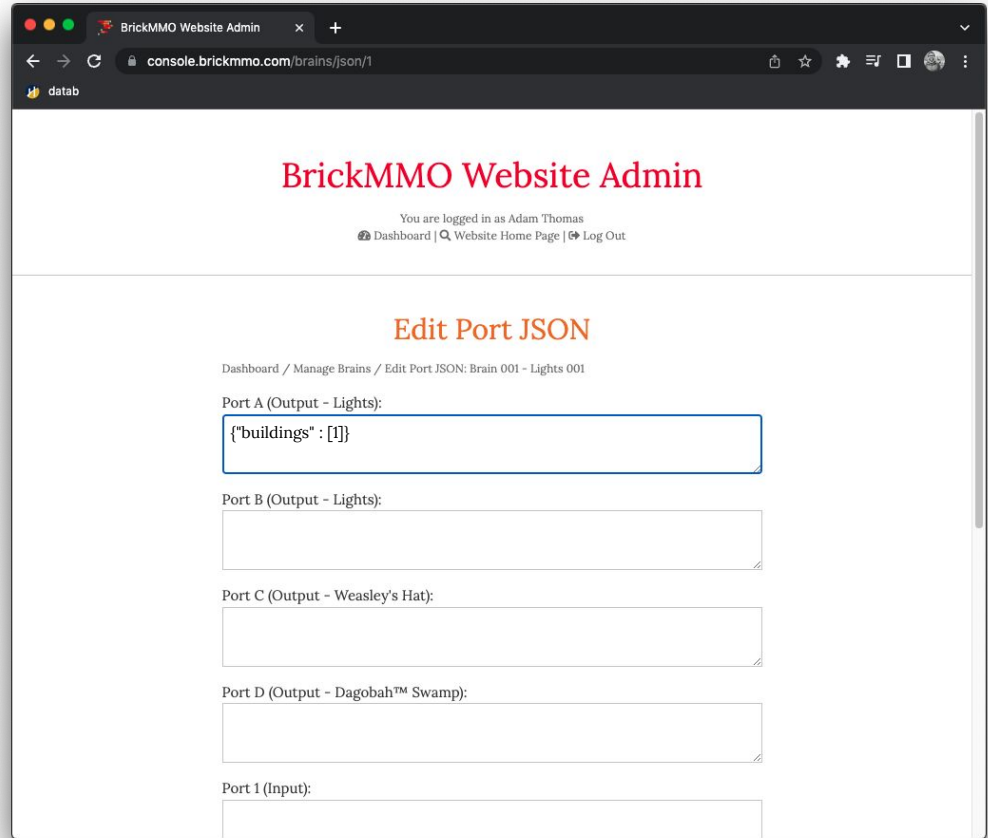


The screenshot shows a web browser window with the title 'BrickMMO Website Admin'. The address bar shows the URL 'console.brickmmo.com/brains/settings/1'. The page header includes the text 'You are logged in as Adam Thomas' and navigation links: 'Dashboard | Q Website Home Page | Log Out'. The main content area is titled 'Edit Port Settings' and shows a breadcrumb trail: 'Dashboard / Manage Brains / Edit Port Settings: Brain 001 - Lights 001'. Below this, there are five sections for editing port settings, each with a text input field for a JSON object:

- Port A (Output - Lights):
- Port B (Output - Lights):
- Port C (Output - Weasley's Hat):
- Port D (Output - Dagobah™ Swamp):
- Port 1 (Input):

Module JSON

Determine what other information your module may require and place them into a JSON object.



The screenshot shows a web browser window with the title 'BrickMMO Website Admin' and the URL 'console.brickmmo.com/brains/json/1'. The page header includes the text 'You are logged in as Adam Thomas' and navigation links: 'Dashboard | Website Home Page | Log Out'. The main content area is titled 'Edit Port JSON' and shows a breadcrumb trail: 'Dashboard / Manage Brains / Edit Port JSON: Brain 001 - Lights 001'. Below this, there are five sections for editing JSON data:

- Port A (Output - Lights):** A text box containing the JSON object `{"buildings" : [1]}`.
- Port B (Output - Lights):** An empty text box.
- Port C (Output - Weasley's Hat):** An empty text box.
- Port D (Output - Dagobah™ Swamp):** An empty text box.
- Port 1 (Input):** An empty text box.

4. Ports, Motors, and Settings

Ports

How many ports will your module need? Will it require input or output ports?



Motors and Sensors

Which motors and/or sensors will the module require? Which will be attached to which port?



5. IOT Pseudocode

IOT Code

IOT devices run an infinite while loop. The code on the LEGO™ Smart City hubs is the same.



6. Presentation

BrickMMO - Weasleys Hat - Google Docs

docs.google.com/presentation/d/1gknSinallco2ORqP4cA35TIsDo5pSZ863Nm8OcLPfal/edit#slide...

BrickMMO - Weasleys Hat

File Edit View Insert Format Slide Arrange Tools Extensions Help

Background Layout Theme Transition

1 2 3 4 5 6

Module Description

Weasley's hat from the Diagon Alley set already has a lever to tip his hat manually. This module will tip his hat automatically every ten seconds.

Click to add speaker notes

Slide 1: Adam Thomas, Humber

Slide 2: Weasley's Hat

Slide 3: Diagon Alley

Slide 4: Module Description

Slide 5: Requirements

Slide 6: Resources and Notes

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README.md Initial commit 1 minute ago

README.md

brickmmo-hackathon-assets

A library of BrickMMO hackathon assets and results.

About

A library of BrickMMO hackathon assets and results.

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