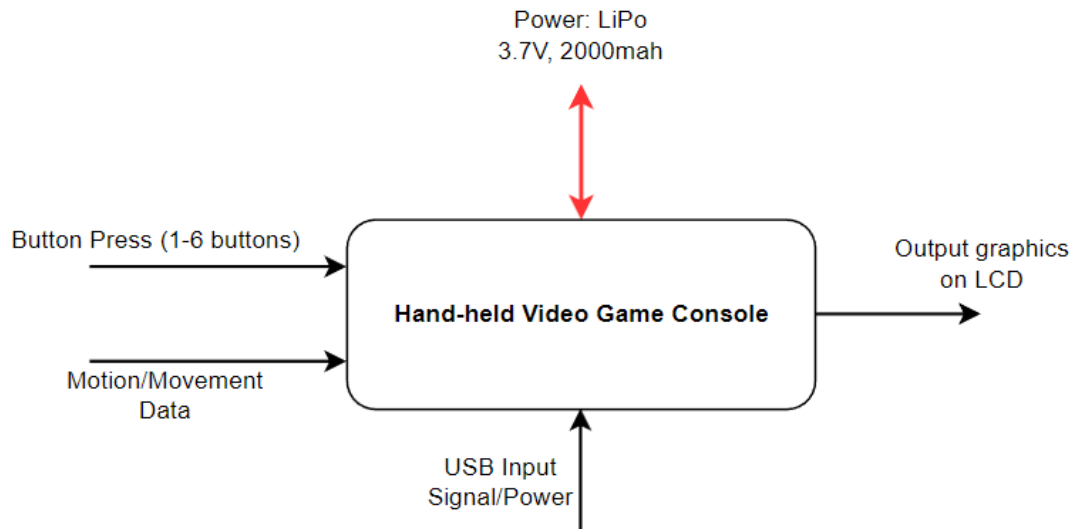


Hand-hand Video Game Console: Level 0

Team: G11

Team members: Anthony, Cesar, Charles



Module	Hand-held Video Game Console
Inputs	<p><u>6 Input Buttons:</u> pullups, tactile. Press 1 of the 6 buttons to interact with the game console and control the output on the display (menu navigation, game actions/control, etc.)</p> <p><u>Motion/Movement Data:</u> 6 DoF IMU (accelerometer & Gyroscope). Module translation motion/orientation to IMU data read by the game console and interpreted as motion control input for games.</p> <p><u>USB Input Signal/Power:</u> USB B Micro, for programming device, USB power to charge LiPo battery.</p> <p><u>Power:</u> 3.7V 2000mah LiPo battery, w/ charging from USB power</p>
Outputs	<p><u>Output Graphics on LCD:</u> Game console produces an output signal to the Liquid Crystal Display module to show game content, video, and images.</p>
Functionality	<p>Displays video game graphics/animations (actions, messages, images, etc.) based on input from user button presses and accelerometer motion data. Powered by a 3.7V 2000mah LiPo battery that can be charged through the device using a USB input. The device is programmed using the USB input.</p>