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FEV.io GmbH, Chistiaan Bonné FEV.io GmbH, Dr.-Ing. Marco Lutz FEV.io GmbH, Christian Frohn

prepared for

Eclipse SDV Hackathon 2024

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#### Team FEV.io





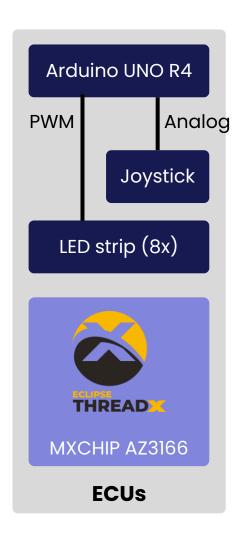
**Christiaan Bonné** Software Architect SDV *FEV.io GmbH, Aachen* 

**Christian Frohn**Software Architect Connectivity
FEV.io GmbH, Aachen

**Marco Lutz** Senior Software Engineer *FEV.io GmbH, Aachen* 

# Solution Architecture Challenge: Play by Wire(less meets ThreadX)

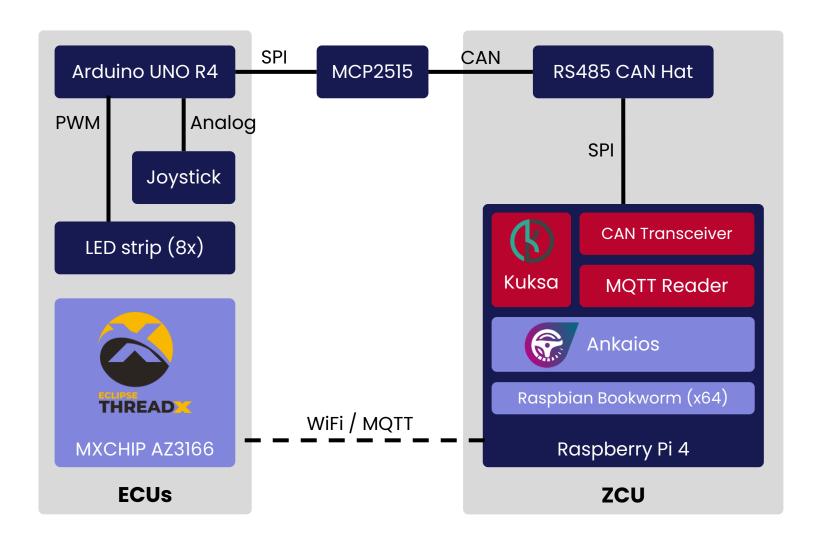




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### Solution Architecture Challenge: Play by Wire(less meets ThreadX)

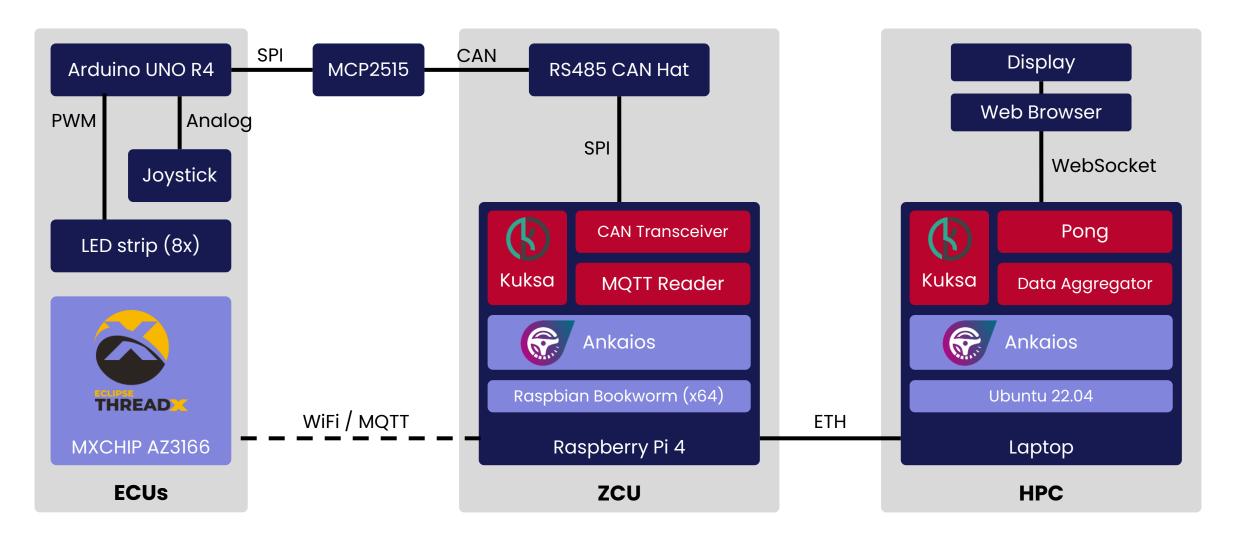




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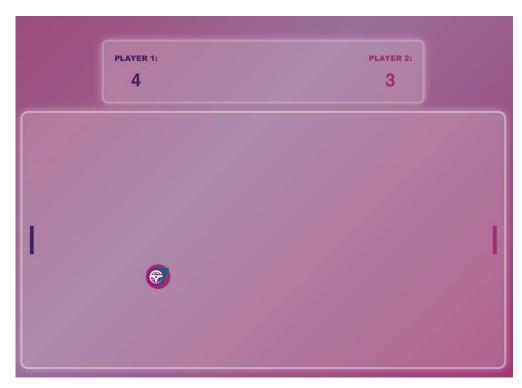
## Solution Architecture Challenge: Play by Wire(less meets ThreadX)



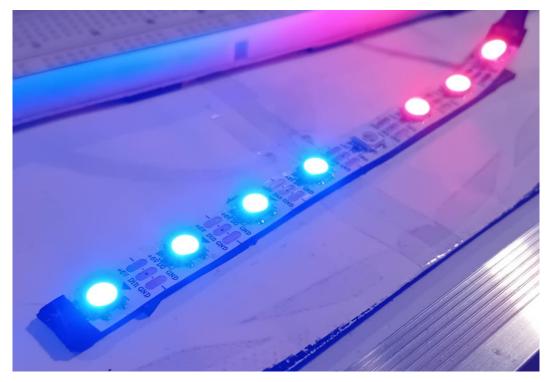


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#### **Implemented Solution**



Pong user interface representing the vehicle infotainment



Score shown with LED strip representing interior lighting in vehicle

#### **BUSINESS CASE**



Use **vehicle HW** as platform for **playing different games** 

**SDV architecture** as enabler to easily provide **new features** 

**Abstraction** and **interfaces** allow for easier **SW deployment** 

Reduced time-tomarket and SW development cost



- Driver and passenger take a break while charging their battery-electric vehicle
- They decide to spend their time by playing a game using the vehicle infotainment
- Each player is assigned with a color that is shown in the interior lighting
- The interior lighting will be set to the color of the winning player for the remaining trip

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