Challenge: Play by Wire
Solution by team FEV.io

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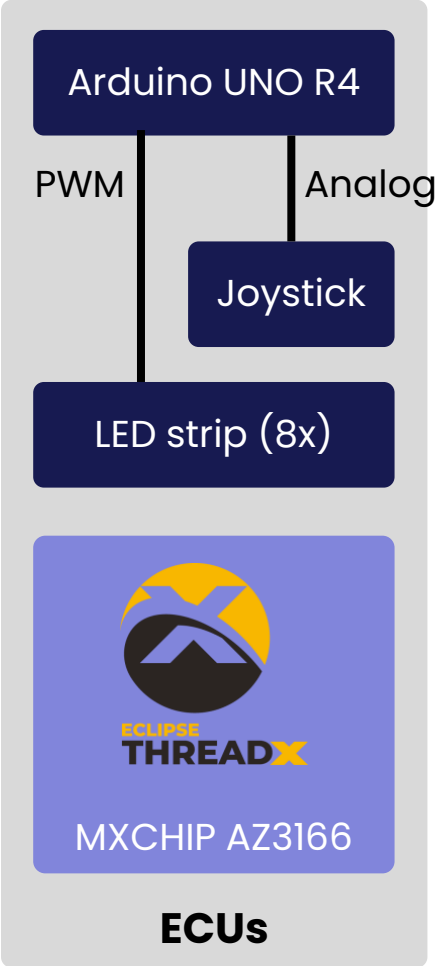
Solution Architecture
Challenge: Play by Wire(less meets ThreadX)



Solution Architecture
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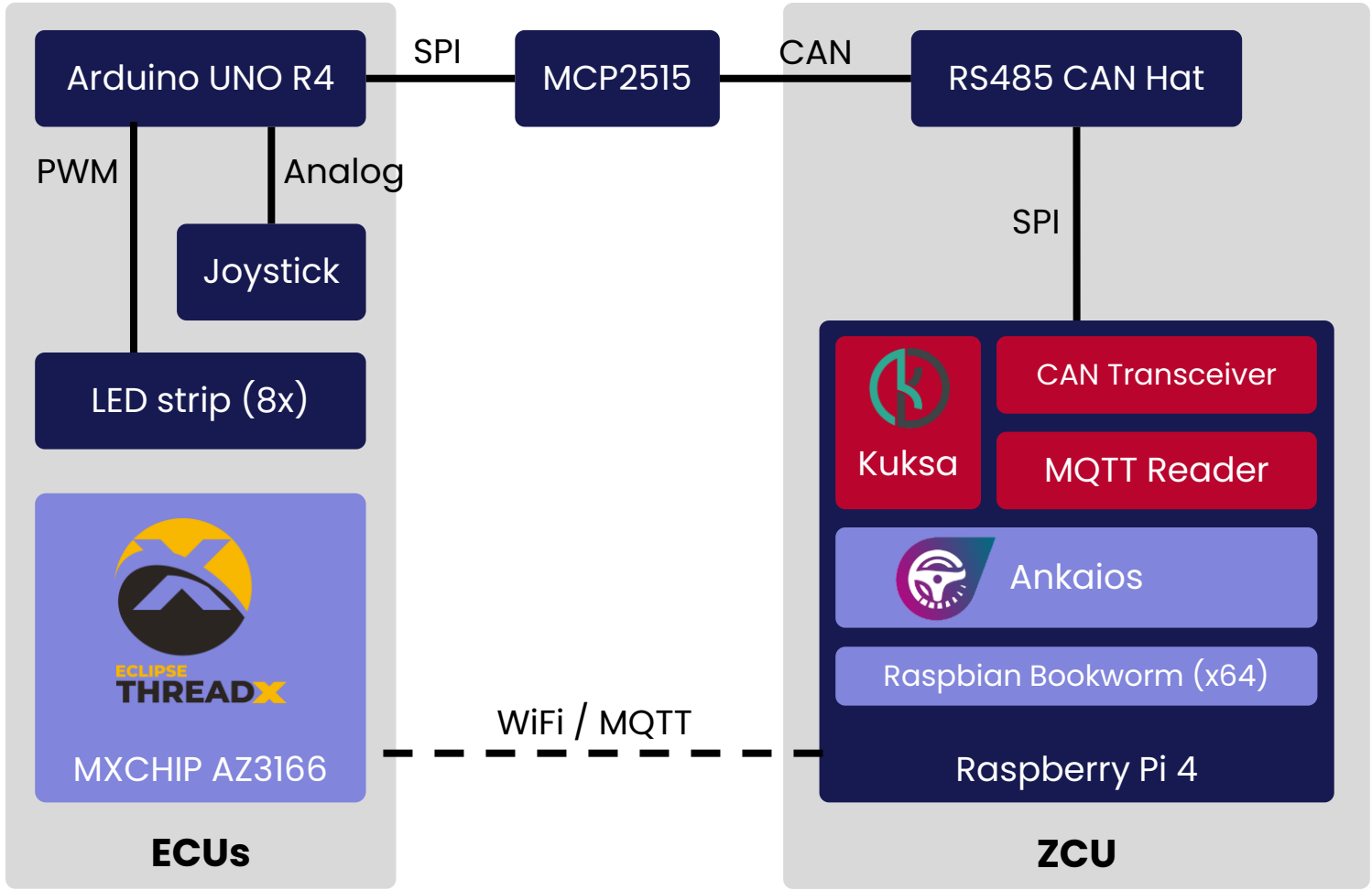

Solution Architecture
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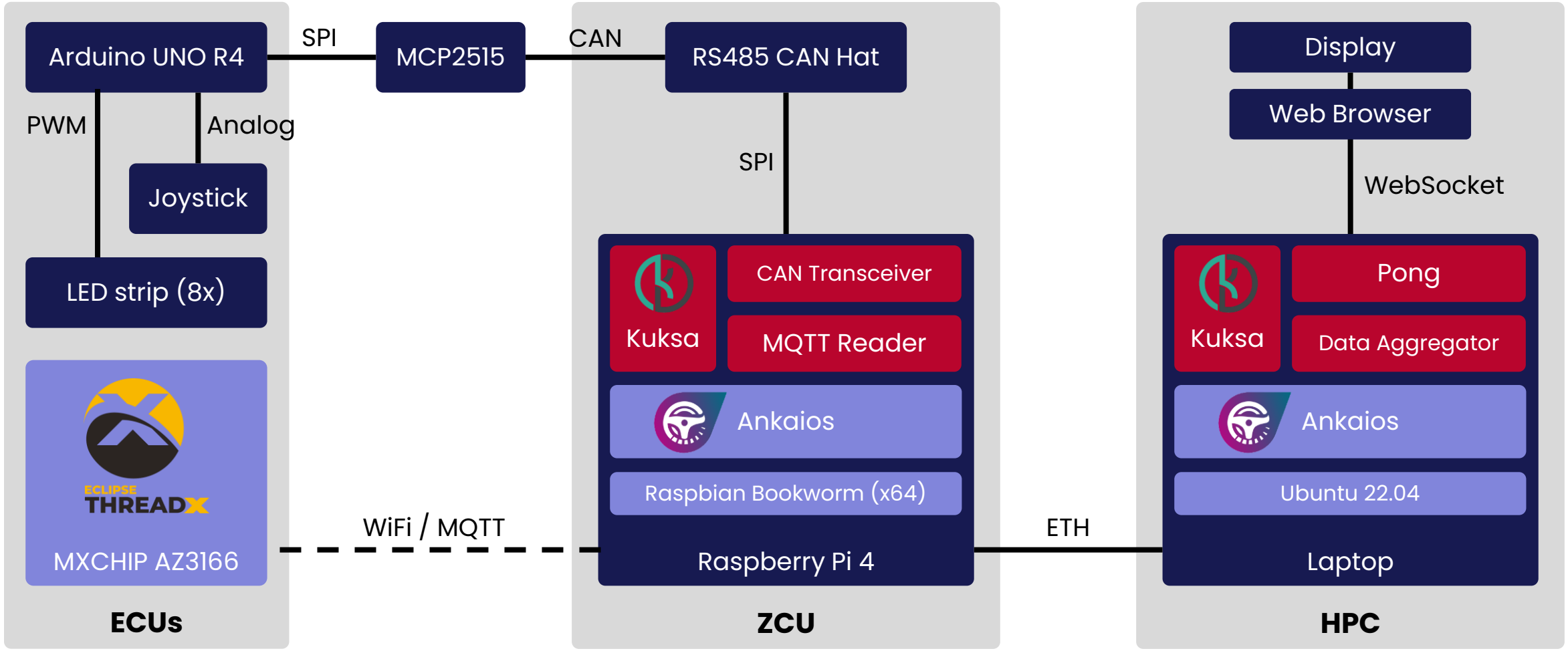
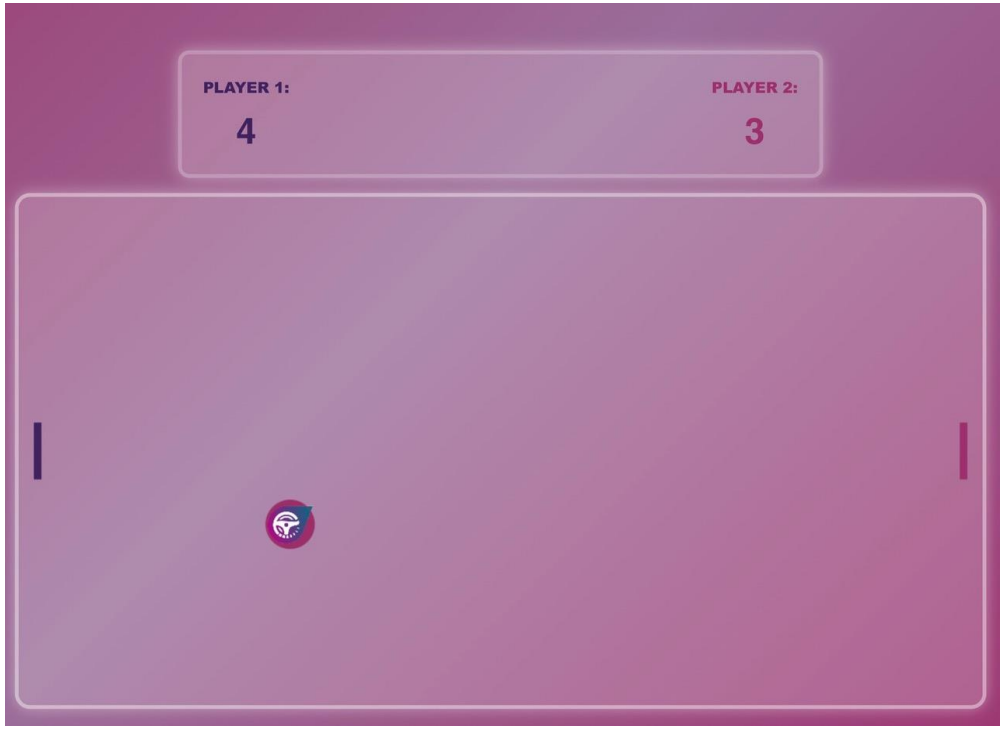
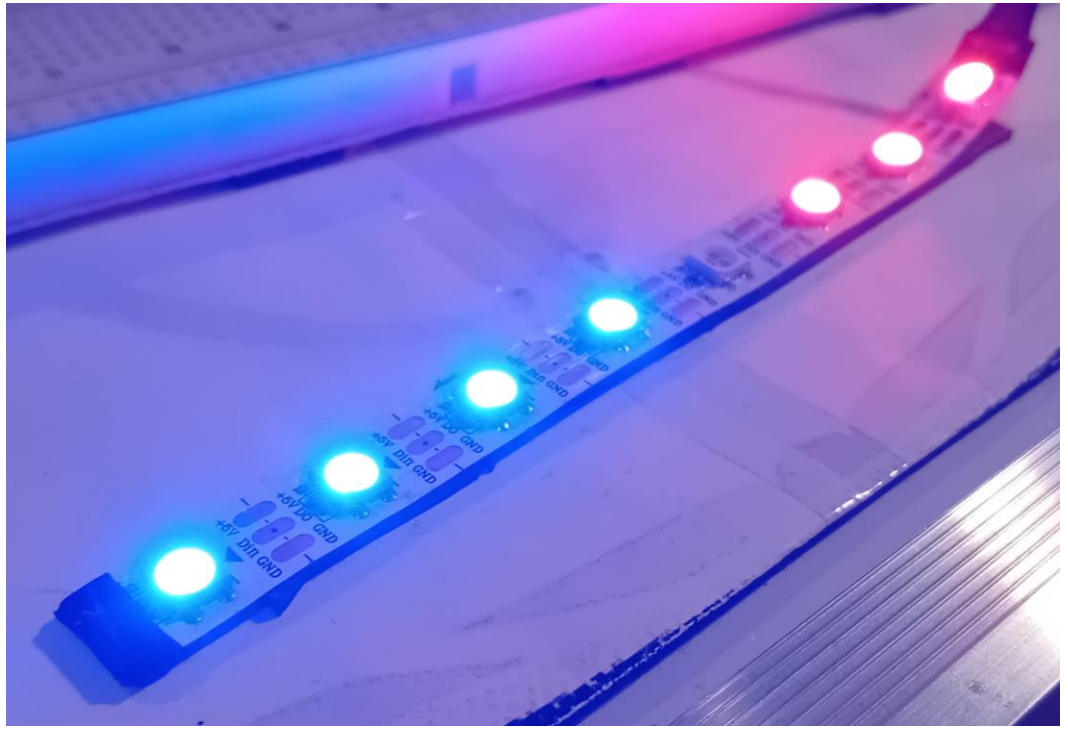


Implemented Solution



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-to-market 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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