## Monitor Module

Controlled by RP... displayed on Monitor via
HDMI and video files
Publicises game to passers by
Provides basic instructions
it also has 2 counters:
one measures the score of current contestent
then resets after each game.
The other measures the high score to date,
it resets if it is beaten.

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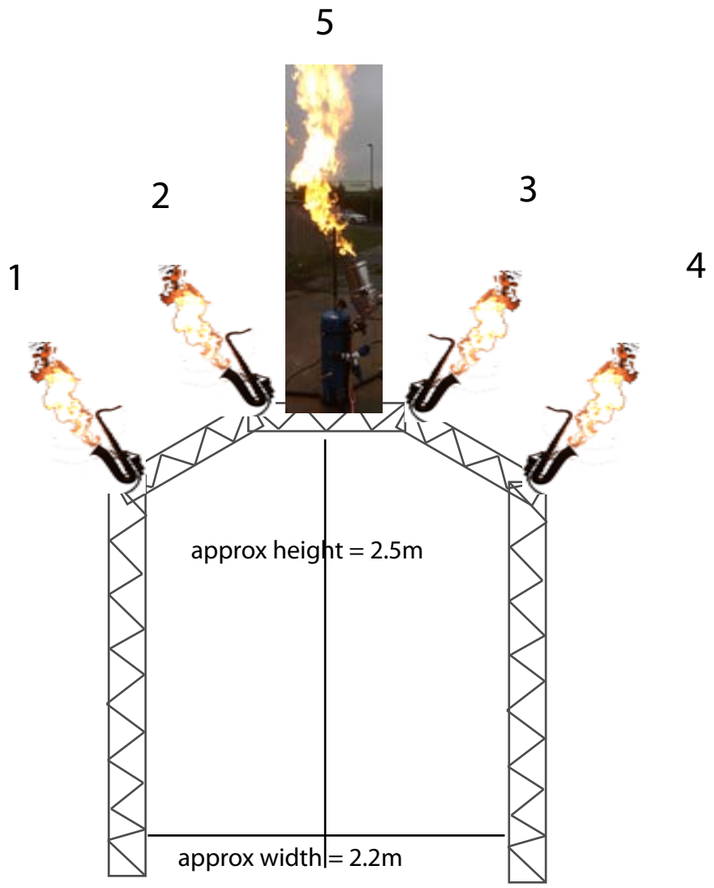



***Fire Module... Box NO:3***
***Arduino: 3***
***Instrument Flames:***
1-4 contructed from vriety of old brass instruments
5 is the dragon Breath: a large flame...
all are Ignited Via:
240 volt solenoid valve + HT spark ignition
Controlled via by Arduino 3 via 5v low trigger relays.
This box also contains: all relevant power supplies,
1 x 'SUB' node for RS 485 bus

Box 3

Box 1

**Rs 485 bus with Modbus for 2 way communication!**

Box 2

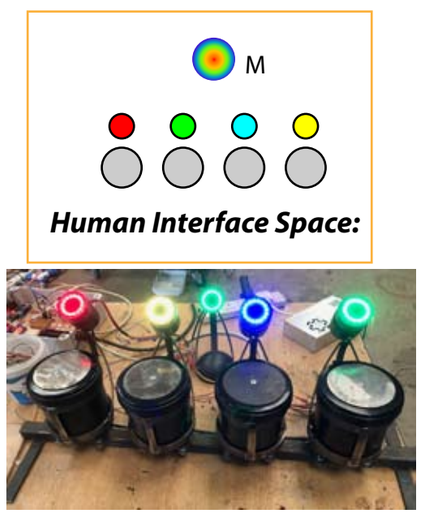
***Rasberry Pi Master Module***
***RPM: Box NO:1***
This box contains a Rasberry Pi 4
It is the 'DOM' controlling the
5 'SUB' Arduinos over an RS 485 Bus
It is activated via a pulse from the coin slot
It has a node for the Bus

It controls periferals via 2 x HDMI slots
and its 3.5mm sound jack

coin slot

A coin inserted into the slot
sends a pulse to the RP
to begin the Game!

***Soud Module***
Controlled by RP
plays a selection of sounds
and
tunes to accompany the game




***Human Interface Space:***

***Human Interface Space***
***A reaction time game rather than force of hit!***
this comprises of:
1 x lead neo Adafruit 16 pixel ring M
4 sets of pressure sensor 'Drum's with own neo pixel rings 1-4
pressure sensors work via capacitive difference.
**Box 2 contains:**'SUB' Arduino 2
the Gubbins for controling the Capasitence sening
A node for the RS485 bus