
Anger-release

Milestone

Cylia: Arduino setup and coding for nonverbal expression

Jiahua: conversation design and coding / FSM

Gabbie: conversation design, marketing research and coding / demo recording

```
dotStarPunchWorking | Arduino 1.8.1

void setup() {

  strip.begin(); // Initialize pins for output
  strip.setBrightness(85);
  for (int ledNumber = 0; ledNumber < NUMPIXELS; ledNumber++){
    strip.setPixelColor(ledNumber, 0, 0, 0);
  }
  strip.show(); // Turn all LEDs off ASAP

  pinMode(ledPin, OUTPUT); // declare the ledPin as as OUTPUT
  pinMode(madButtonPin, INPUT_PULLUP);
  Serial.begin(9600); // use the serial port
}

void loop() {
  // read the sensor and store it in the variable sensorReading:
  sensorReading = analogRead(knockSensor);
  madButtonState = digitalRead(madButtonPin);

  // if the sensor reading is greater than the threshold:
  if (sensorReading >= threshold) {
    overall = overall + overallChange;
    if (overall < 30) {
      punchChangeR = 5;
      punchChangeB = 0;
    }
    if ((overall >= 30) && (overall < 100)) {
      punchChangeR = 4;
      punchChangeB = 1;
    }
  }
}
```

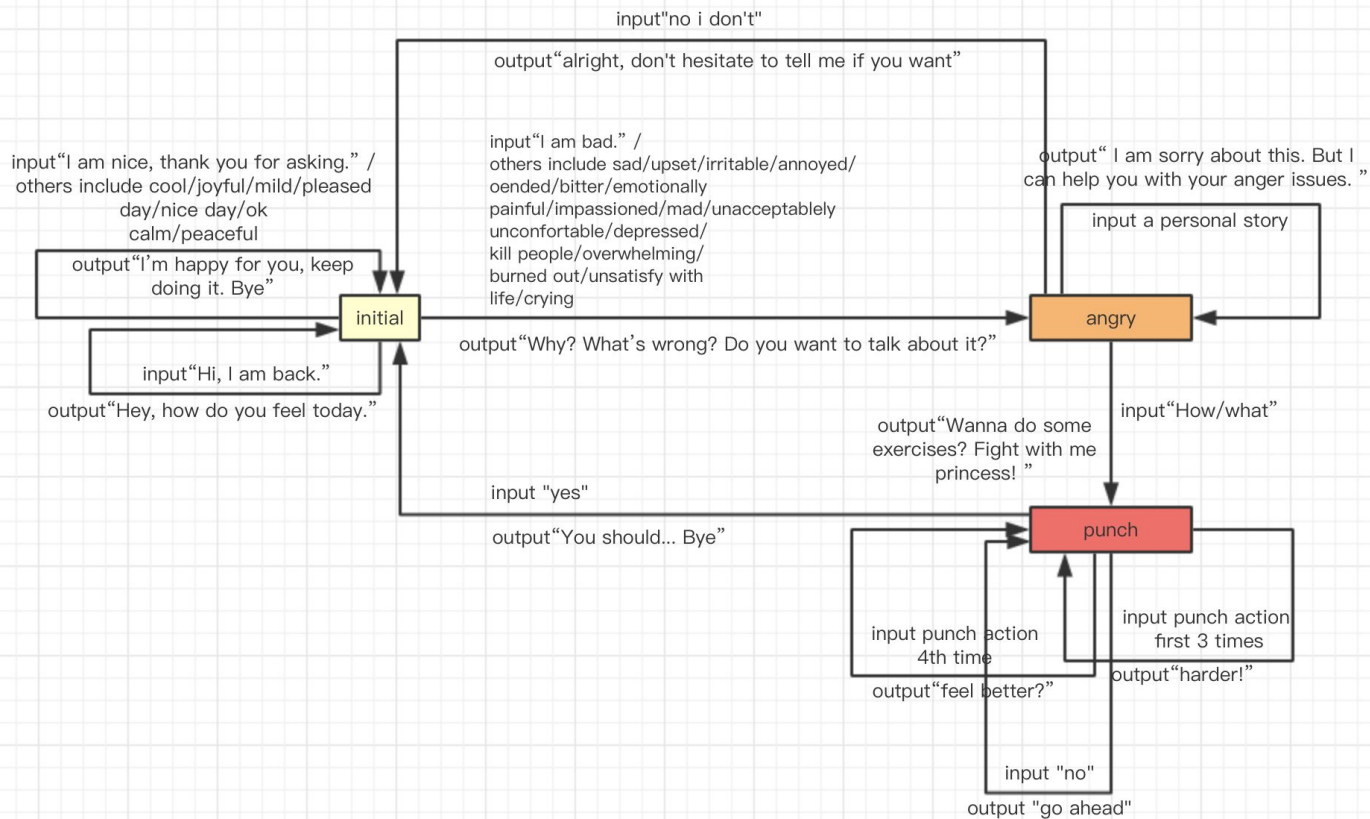
```
dotStarPunchWorking | Arduino 1.8.1

if (brightB < 0) brightB = 0;
// toggle the status of the ledPin:
for (int ledNumber = 0; ledNumber < NUMPIXELS; ledNumber++){
  strip.setPixelColor(ledNumber, brightG, brightR, brightB);
}
strip.show();
ledState = !ledState;
// update the LED pin itself:
digitalWrite(ledPin, ledState);
// send the string "Knock!" back to the computer, followed by newline
Serial.print(brightR);
Serial.print(", ");
Serial.print(brightG);
Serial.print(", ");
Serial.print(brightB);
Serial.print(", overall = ");
Serial.println(overall);
delay(200);
}

if (madButtonState == 0) {
  overall = 0;
  brightG = 0;
  brightB = 0;
  brightR = 0;
  for (int ledNumber = 0; ledNumber < NUMPIXELS; ledNumber++){
    strip.setPixelColor(ledNumber, brightG, brightR, brightB);
  }
  strip.show();
}
delay(10); // delay to avoid overloading the serial port buffer
}
```

Coding-Arduino

FSM



Demo