Embedded Operating System : Pong Game

**Hardware**

* Ultrasonic sensor
  + Detects hand gestures to move player 1 pong tablet
* Buttons
  + Controls player 2 pong tablet
* Neopixel
  + VHDL IP Block –> 5
* Serial output
  + Print endbuffer with neoPixel array.

**Software**

* FreeRTOS
  + Task1Rx Prio 1 buttons & HCR Sensor -> readregisters
  + Task2Tx Prio 2 Refreshrate(timers), send buffers, control NeoPixel
  + Queue