

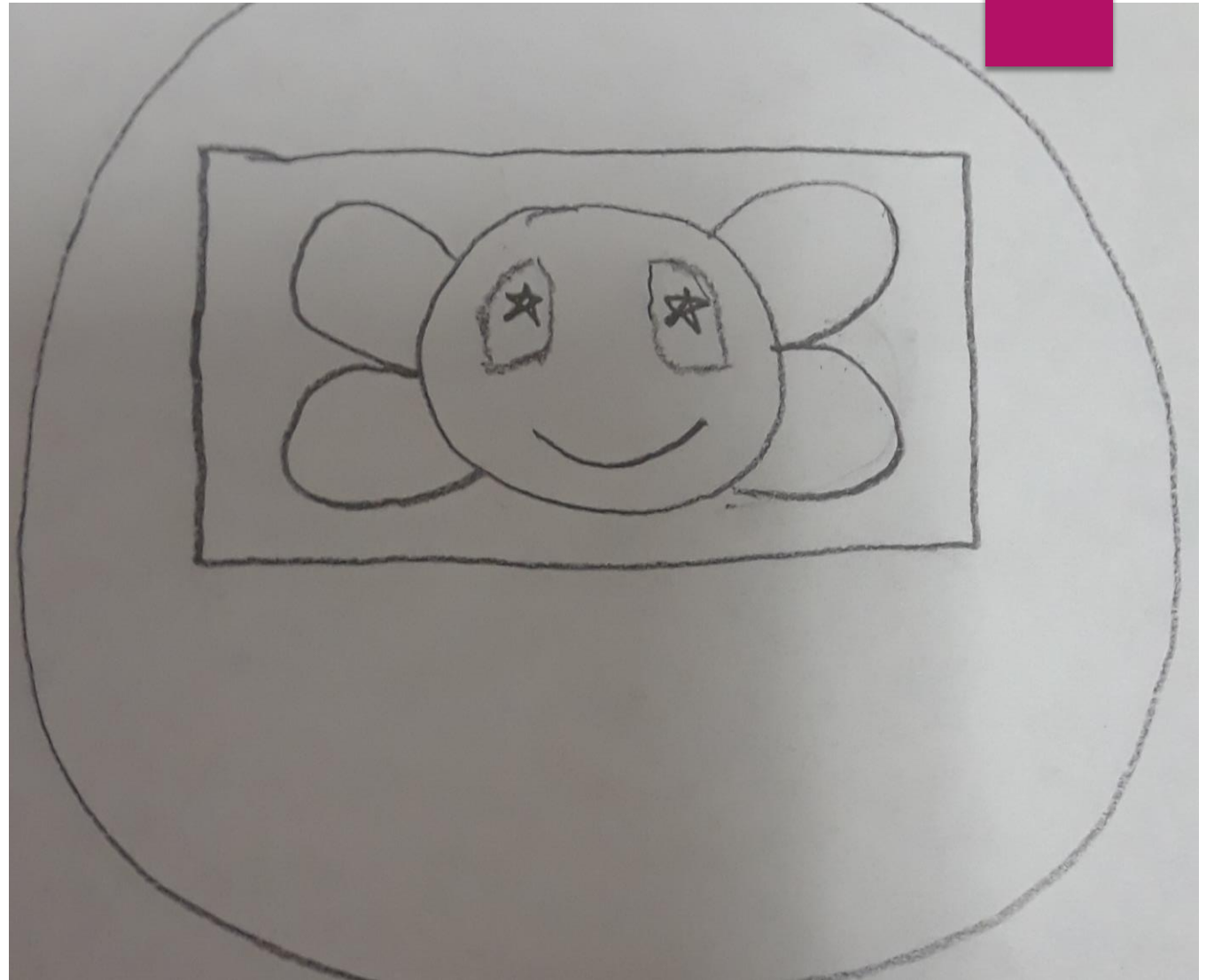


Yilime

FUNCTION DEVELOPMENT

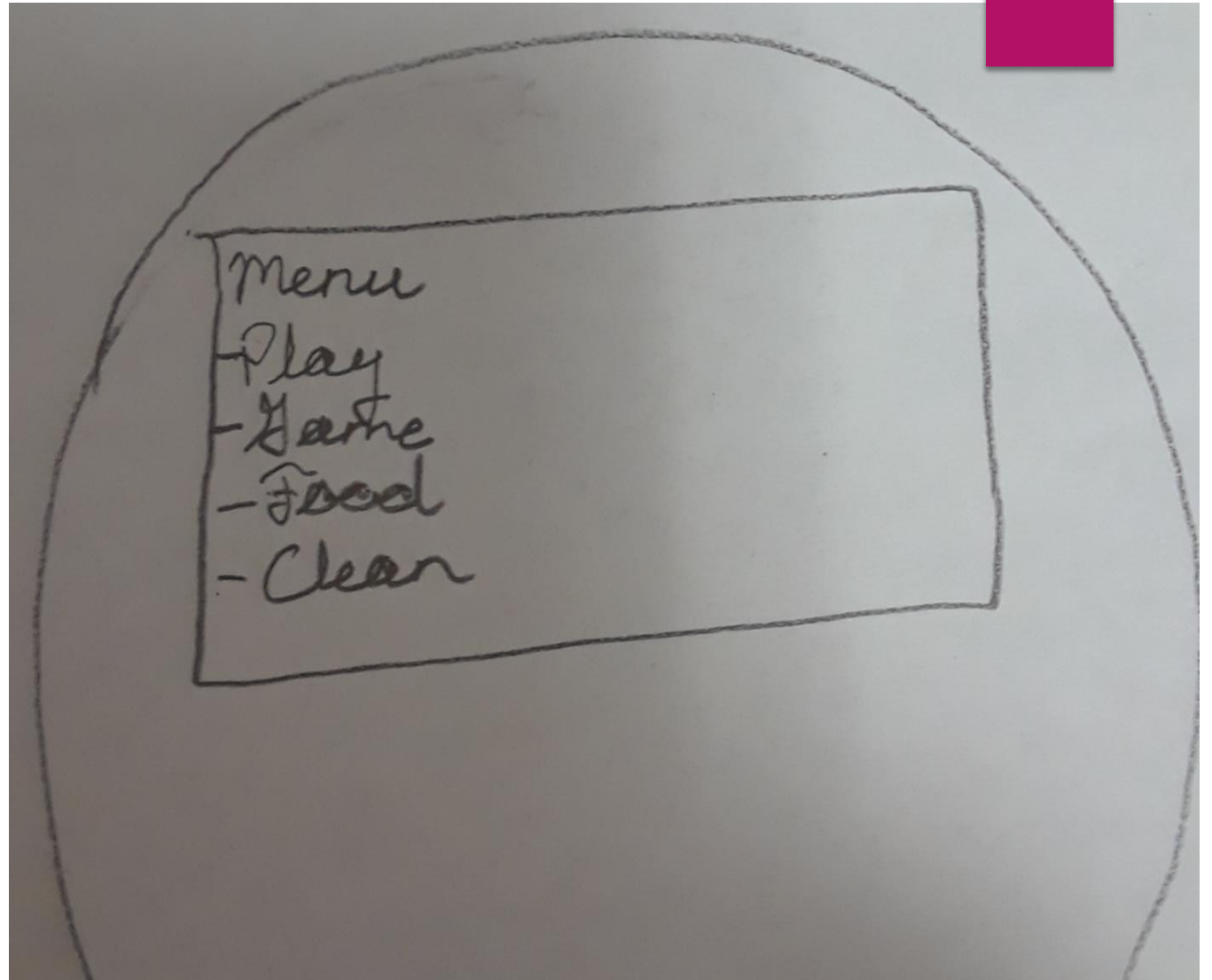
Greetings From Yilime

- ▶ The first frame will be Yilime greeting the user. A simple animation will occur and a cute tone will chime.
- ▶ If time allows: Yilime may or may not be as happy to see the user, if the user wronged her prior



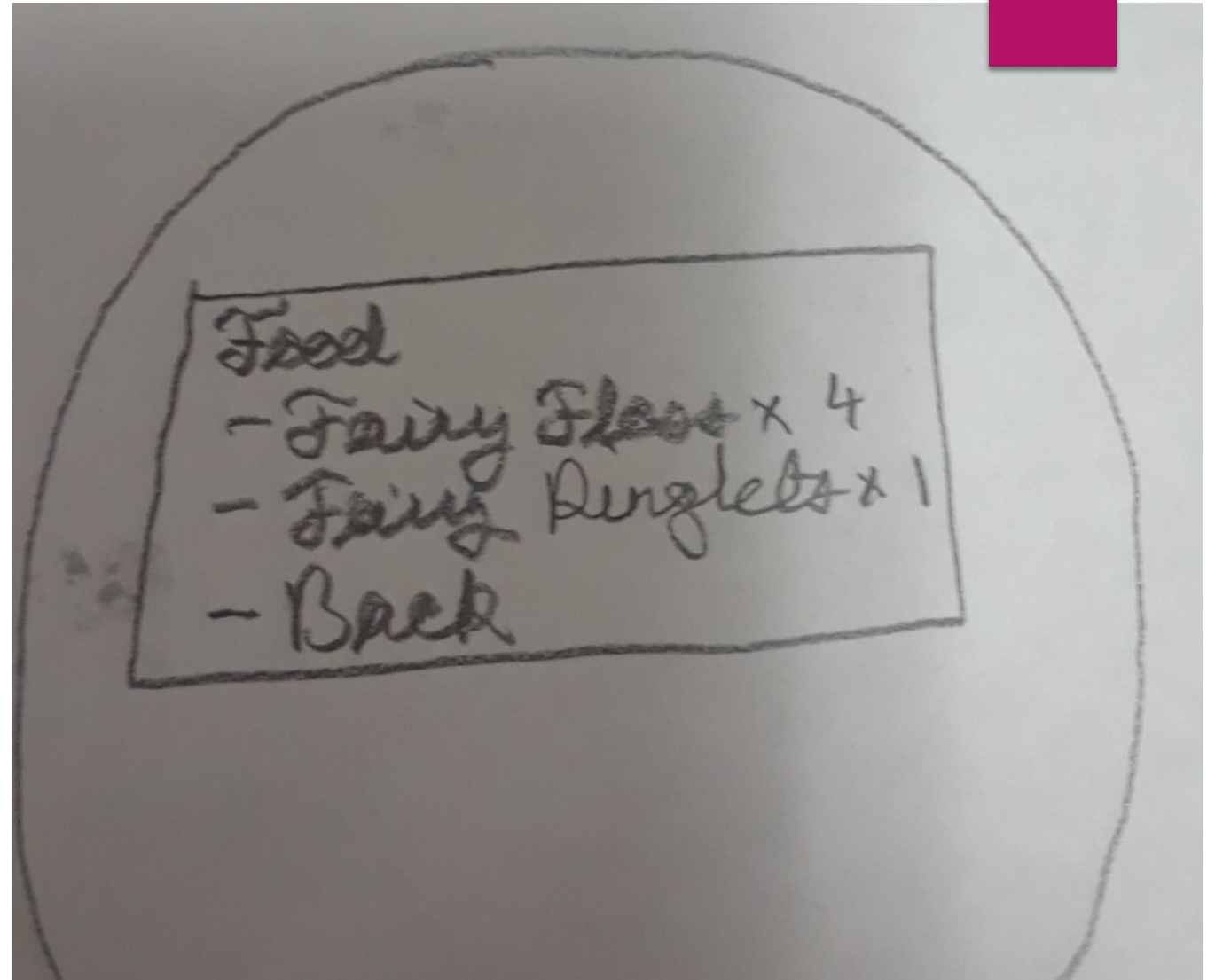
Menu

- ▶ The user will navigate through the features using menus
 - ▶ There will be a menu button
 - ▶ The user navigates through the joystick



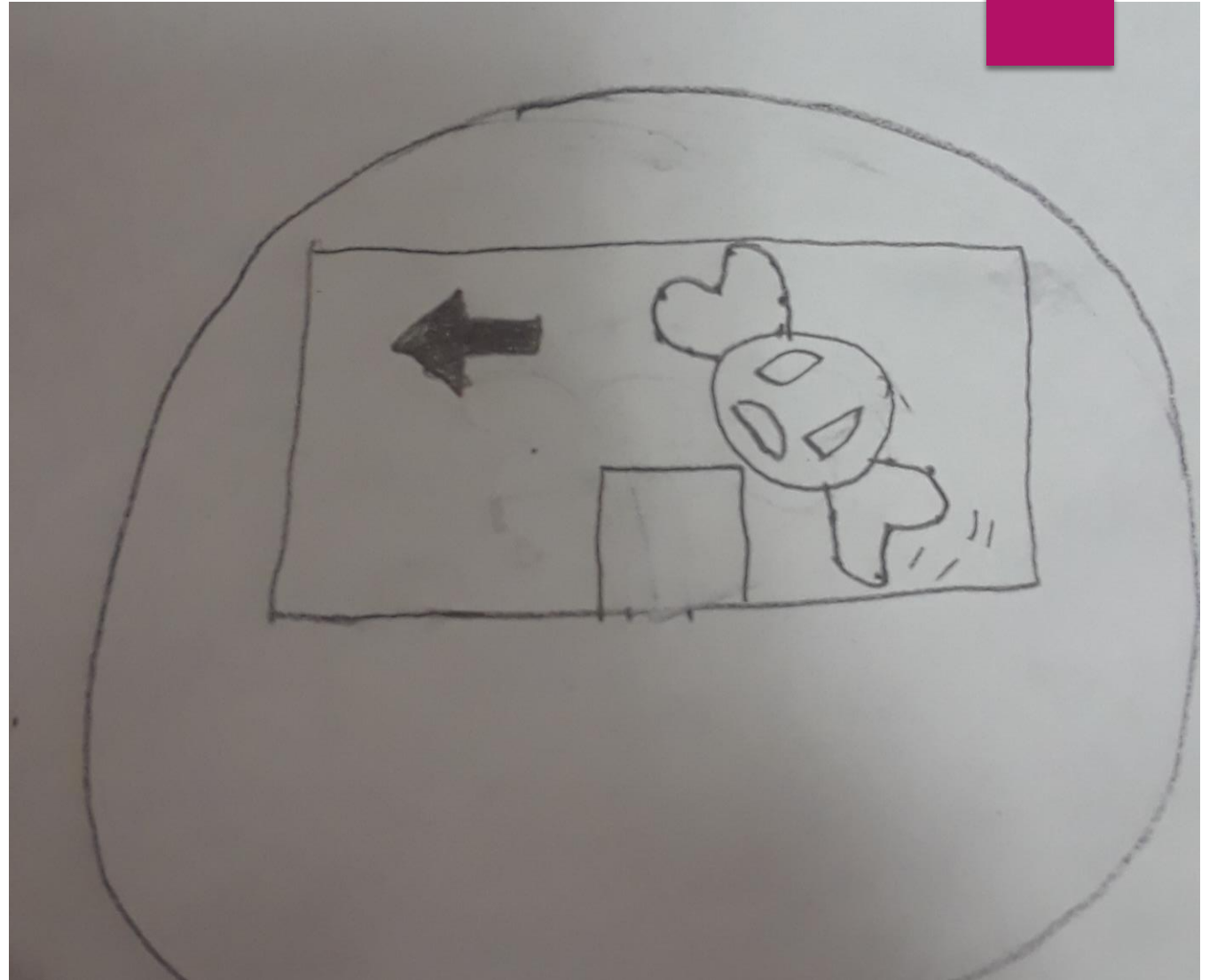
Sub-Menu

- ▶ When an user selects a category, another menu will pull up with the number of items the user has collected.



Mini Game

- ▶ I want to have at least one mini-game, so that the user can earn money and interact with Yilime.
- ▶ This game would use the gyro sensor to control Yilime



Bill of Materials

Name	Source	URL	Quantity	Cost
Accel/Mag/Gyro +Temp Breakout Board	Adafruit	https://www.adafruit.com/product/3387	1	\$14.95
2-Axis Joystick	Adafruit	https://www.adafruit.com/product/245	1	\$6.95
Push Button	Amazon	https://www.amazon.com/PP-NEST-Pieces-Waterproof-Momentary-ANKG-01/dp/B074MN56W2/ref=sr_1_13?ie=UTF8&qid=1517861665&sr=8-13&keywords=push+button	10	\$8.99
2.2" LCD display with microSD card	Adafruit	https://www.adafruit.com/product/1480	1	\$24.95
Piezo Buzzer	Adafruit	https://www.adafruit.com/product/160	1	\$1.50