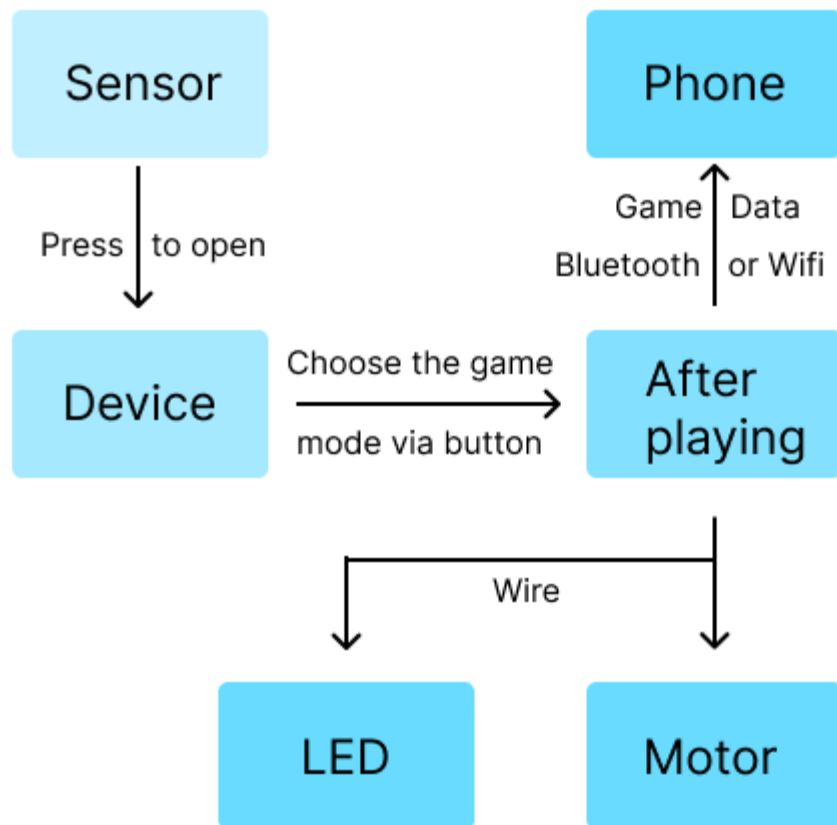
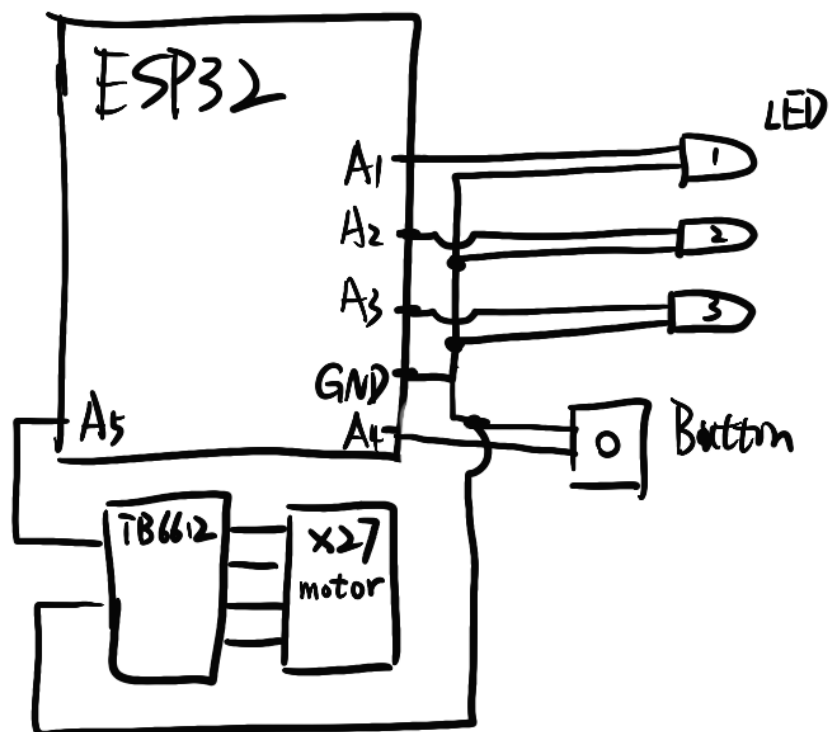


## Connection





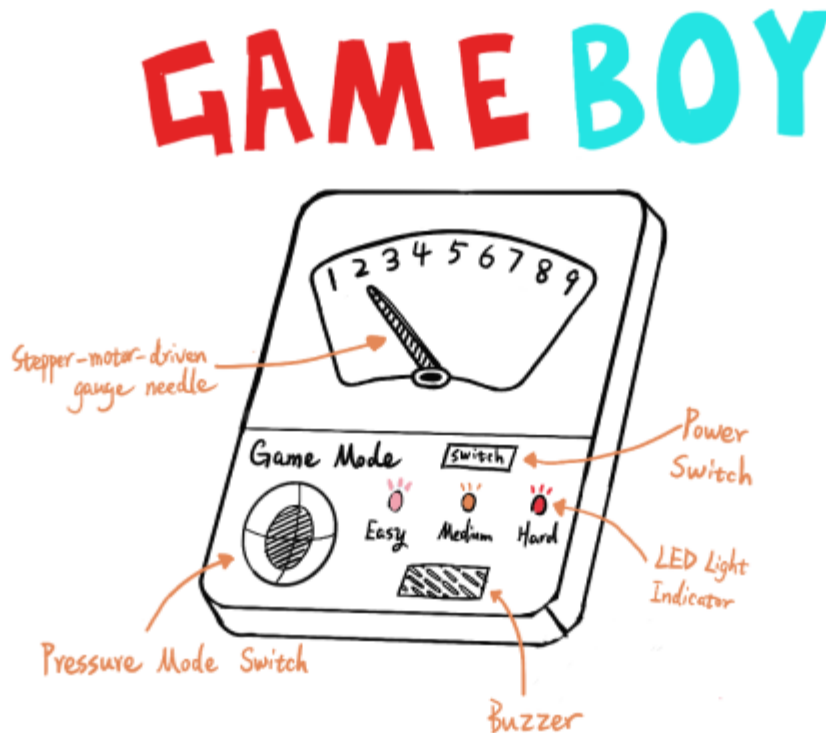
# System Architecture with Diagram

## Dial Lock Memory Gameboy

### Brief

I want to make a memory training product which references the design of a combination carousel lock. The user needs to memorize a string of numbers randomly generated by the system, and judge whether they have memorized them by clicking on the numbers in sequence.

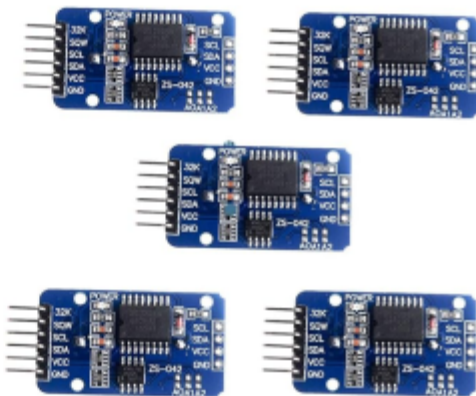
### Sketches



## Sensor

1x Pressure Sensor  
FSR

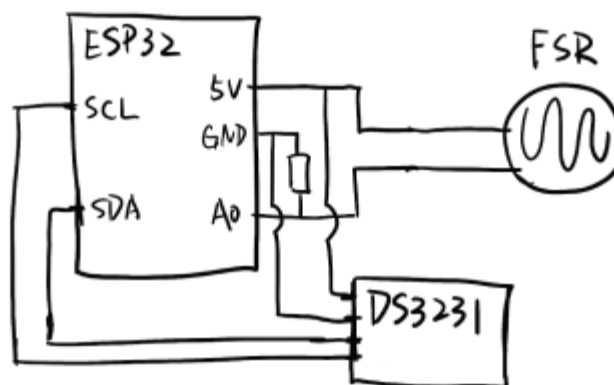
1x Timer alarm clock  
DS3241



Select the game mode as well  
as the difficulty of the game  
by using the pressure sensor

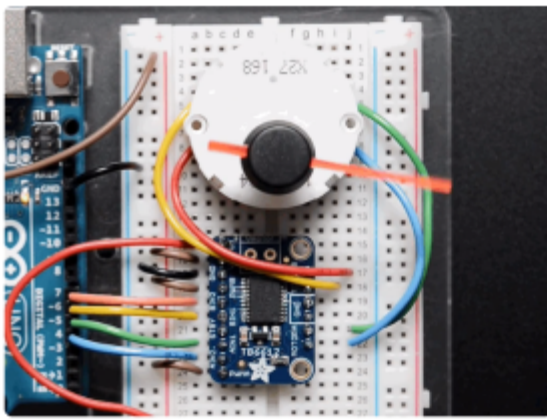
Count and record the time,  
if spent too much time game  
will be over.

## Sketch



## Display

1x Stepper-motor-driven gauge needle



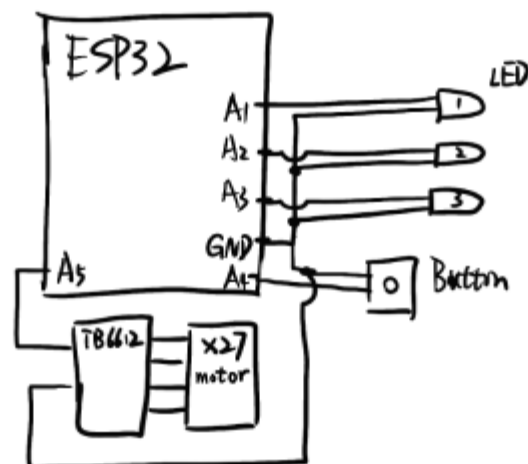
Use the rotation of the needle to indicate the number, and return directly to the origin in case of input errors

3x LED Light



Use the LEDs to indicate the game mode and whether or not you have answered correctly.

## Sketch



## Diagram

