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| Submission Date | |
| Project Name | Wii Nunchuk Calibration |
| Student Name | Andrew Le |
| Project repository | https://github.com/LeAndrew98/Wii-Nunchuk |
| SensorEffector choice | Wii Nunchuk(0x52) |
| The database will store | The x-axis and the y-axis values of the controller. |
| The mobile device functionality will include | The calibration of the thumb stick for the Wii Nunchuk |
| I will be collaborating with the following company/department | N/A |
| My group in the winter semester will include | Jerreh Janeh and Baltej Bali (Not in this class) |
| 50 word problem statement | The Wii Nunchuk thumbstick might falter and the nunchuck might not respond to the movements being put in. This will affect gameplay and control of characters as the characters and games will virtually be unplayable. |
| 100 words of background | Calibration is a very common thing when dealing with electronics and controls. There have been many different types of calibration, whether it be for a phone screen, laptops, or TVs, etc. Without calibration electronics would not be able to be used the way it is today as inputs would not be registered properly. For accurate movement in games the calibration of the controller must work properly as movement is very important and every second can affect the game, so if there the controller is calibrated incorrectly gamers will be upset as they cannot control their character the way they want to control them. |
| Current product APA citation | DualShock 4. (n.d.). Retrieved from https://www.playstation.com/en-us/explore/accessories/gaming-controllers/dualshock-4/ |
| Existing research IEEE paper APA citation | S. Chen and X. Qin, "The research of touch-screen calibration algorithm and its application to the embedded system," 2012 International Conference on Systems and Informatics (ICSAI2012), Yantai, 2012, pp. 483-486. doi: 10.1109/ICSAI.2012.6223041 |
| Brief description of planned purchases | A Raspberry Pi 3 will be purchased and I will also buy a Wii Nunchuk with a UEXT connector and a RPi-UEXT so that I could connect the controller to the raspberry pi |
| Solution description | I will create a calibration screen that will see the movements of the thumbstick and display the x-axis and y-axis on the screen. |