

Sunshine Celebrator

Haichao Xing

Github link: <https://github.com/Maris-26/Sunshine-Celebrator.git>

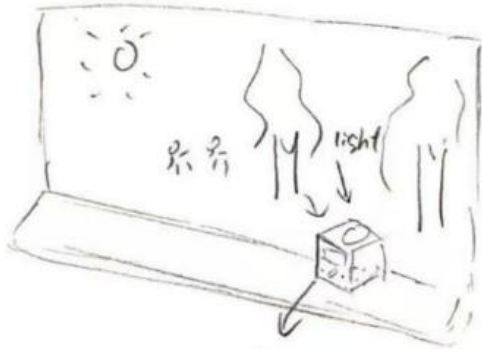
Current Problems



Seattle's winters are long, dark, and often cloudy, making sunshine feel rare and special. The short daylight hours and constant overcast skies make it easy to **miss those fleeting moments of sunlight**.

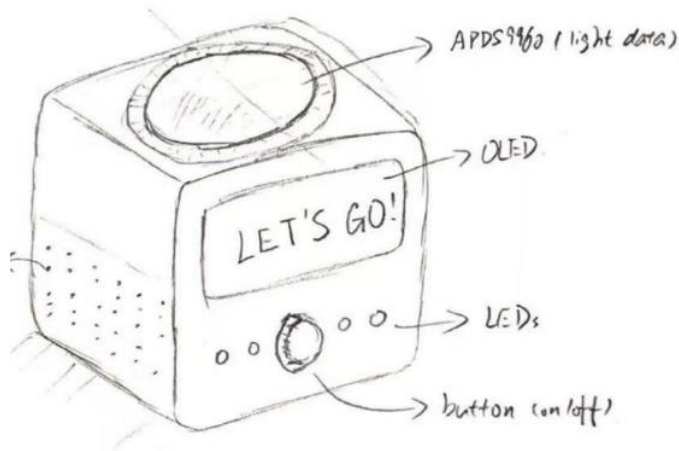
People want a way to **instantly notice when the sun is shining** so they don't miss those bright, uplifting moments.

Solution proposal



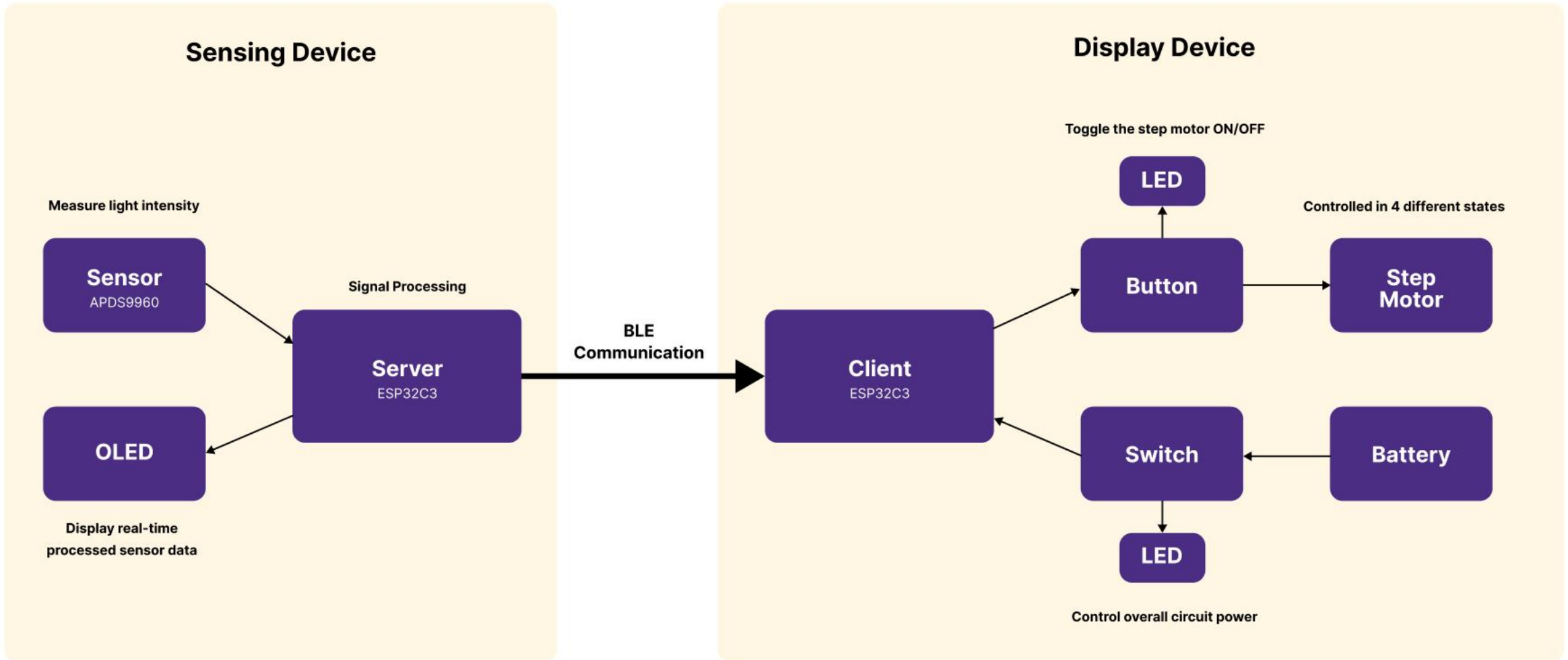
Sunshine Celebrator enhances the experience of bright days by **detecting sunlight levels and visually displaying real-time changes.**

Using an APDS9960 light sensor, the device processes light intensity and responds through an OLED display and a stepper motor.

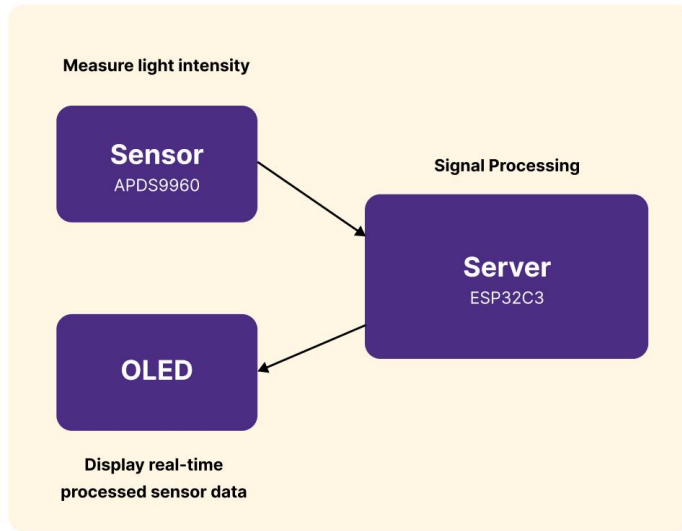


Users can place the sensing device on a windowsill while keeping the display device indoors, allowing them to instantly see and appreciate when the sun is shining.

System Architecture



Sensing Device



Signal Processing:

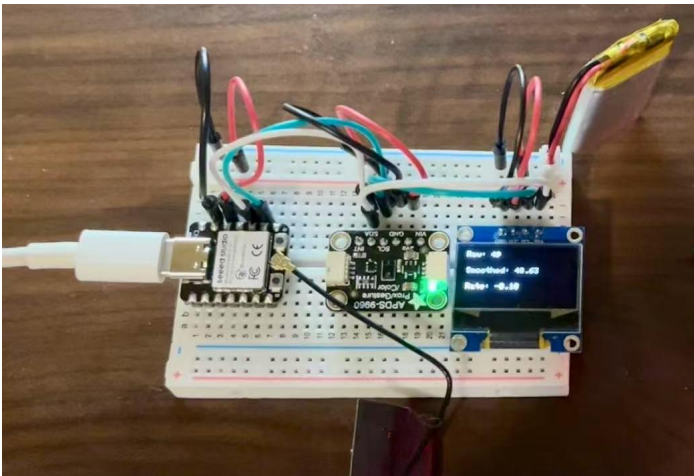
- *Moving Average* → Reduces noise by averaging last 5 sensor readings
- *Exponential Weighted Moving Average* → Smooths fluctuations with a 0.3 weight factor
- *Rate Calculation* → Measures the rate of change to detect intensity variations

Processed sensor data (OLED):

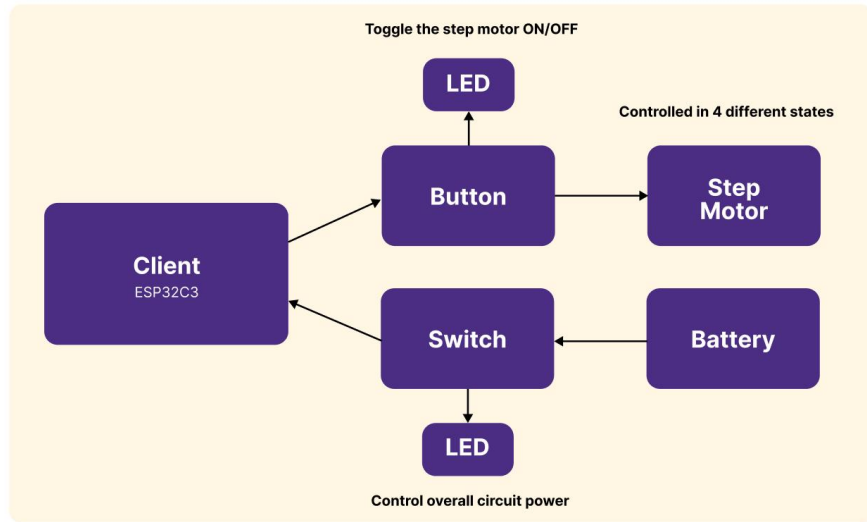
- Raw → Direct sensor readings without processing
- Smoothed → More stable data with noise reduction
- Rate → Helps the client determine how fast the light intensity is changing

Effect:

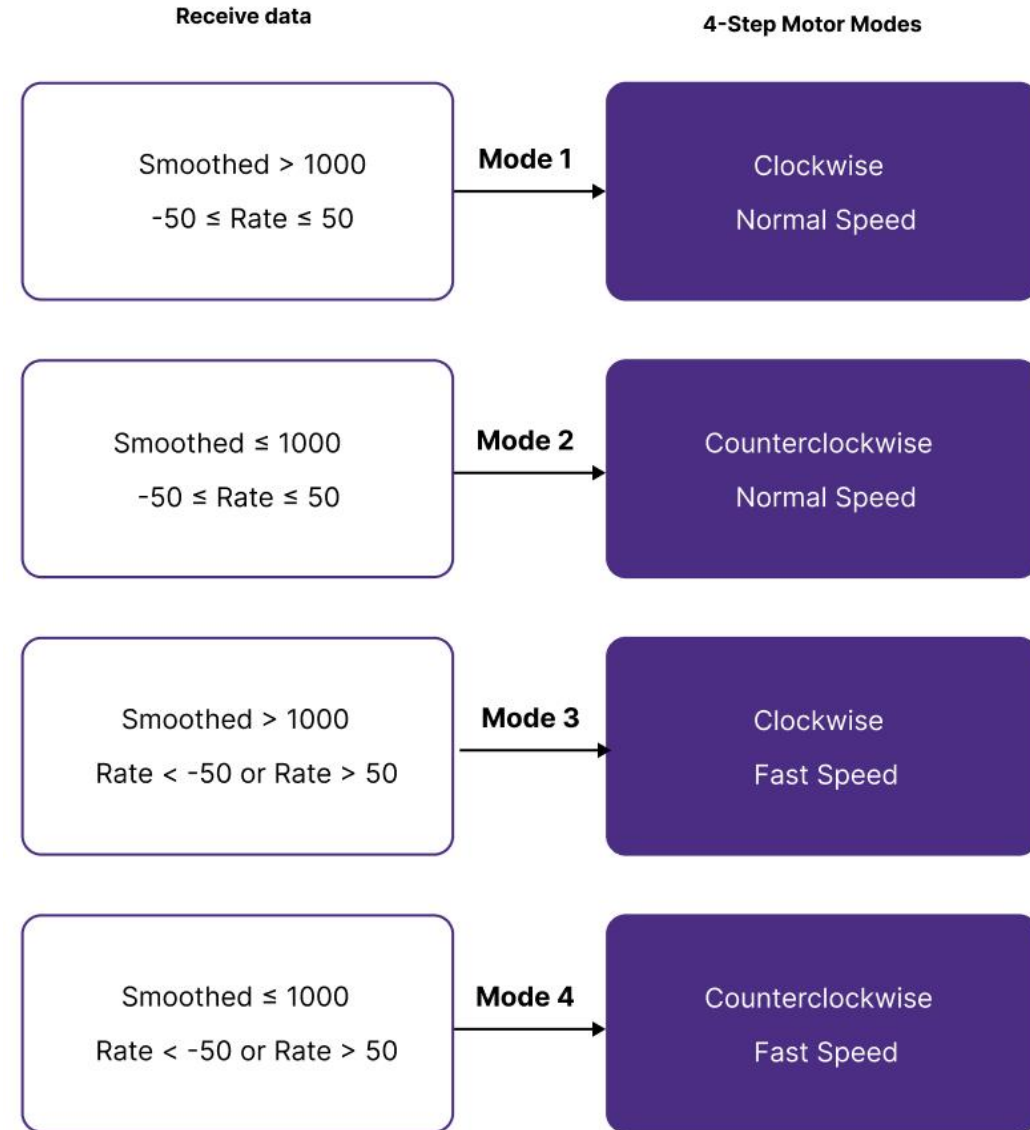
- Reduces BLE Data Transmission Load



Display Device

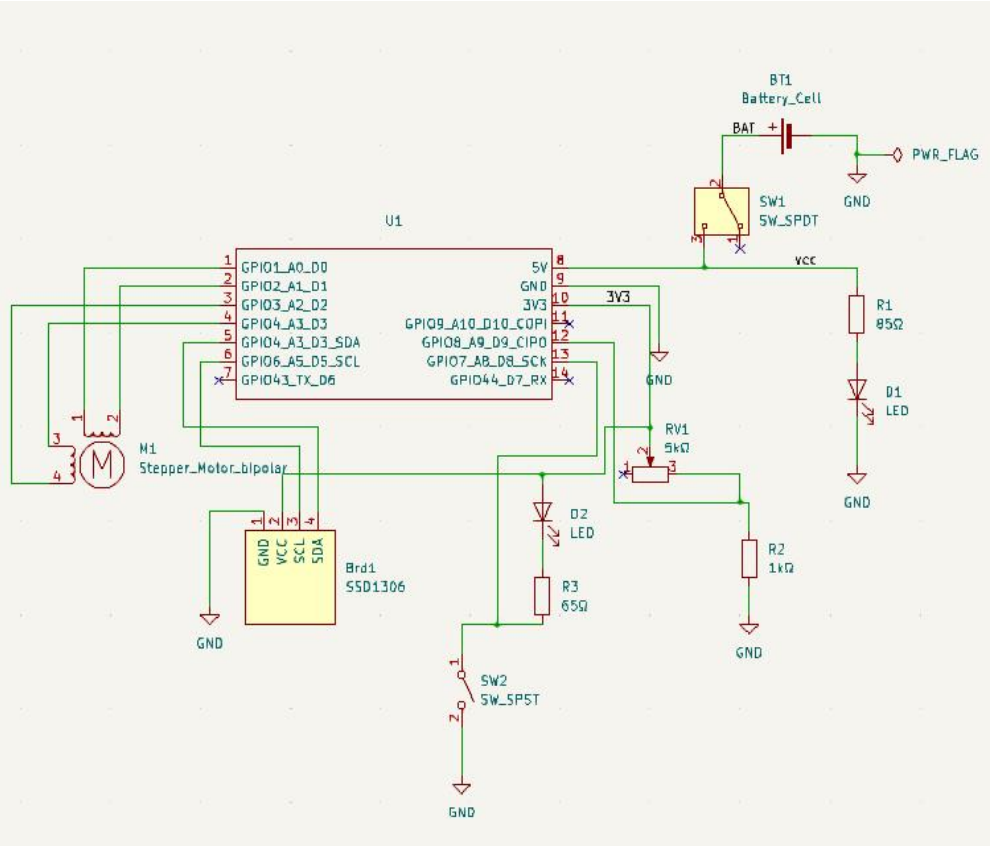


- The stepper motor cycles through 4 predefined states, determined by Smoothed Light Intensity (Smoothed) and Rate of Change (Rate)

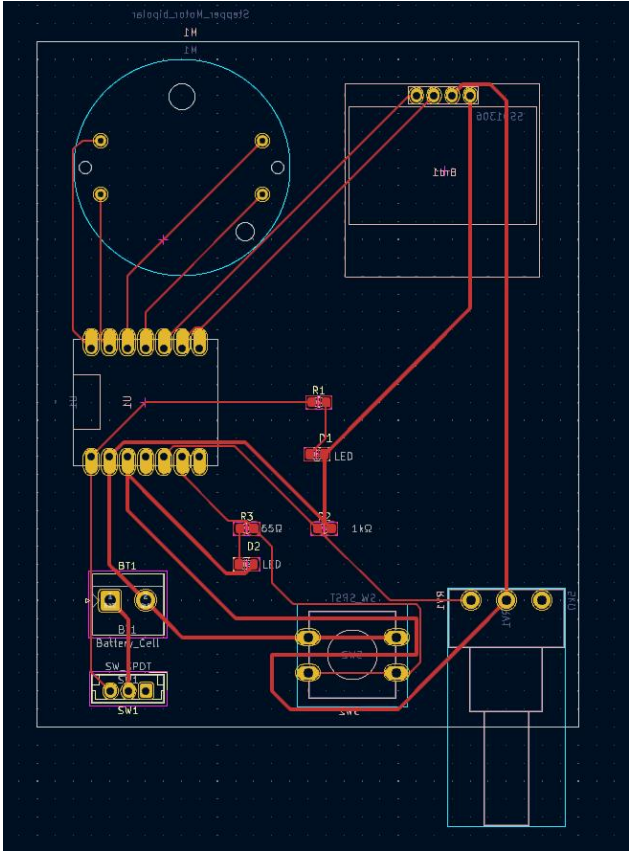


Display Device

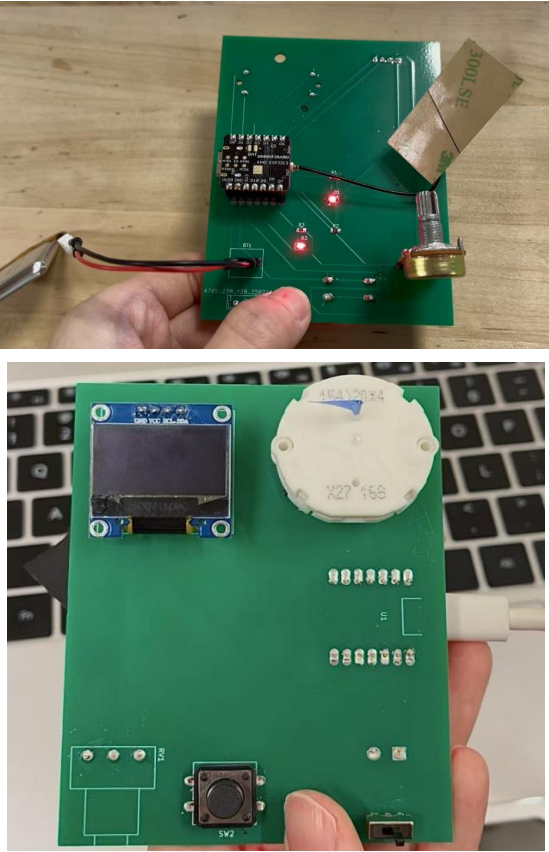
Project Schematic



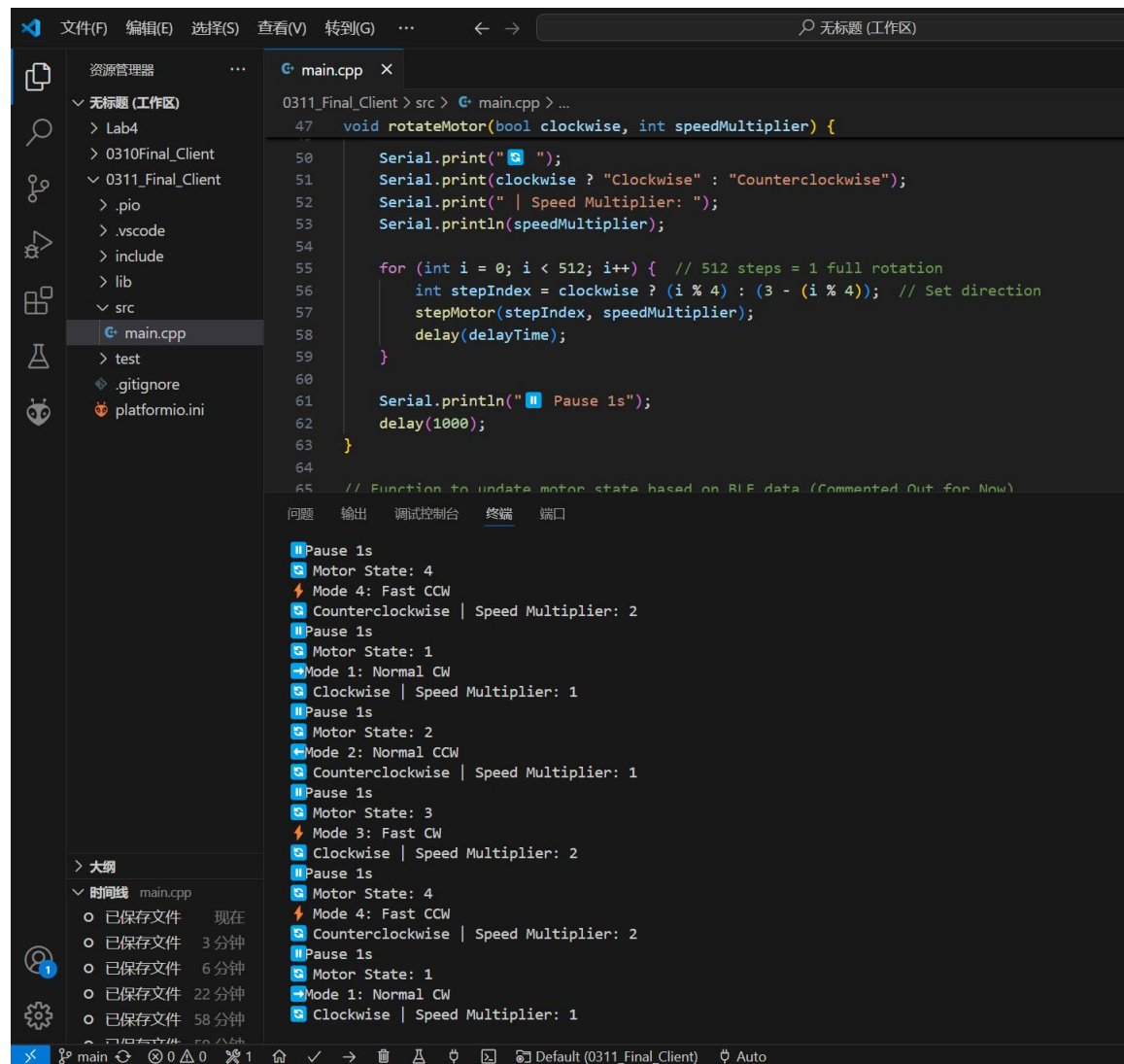
PCB Editor



Printed PCB

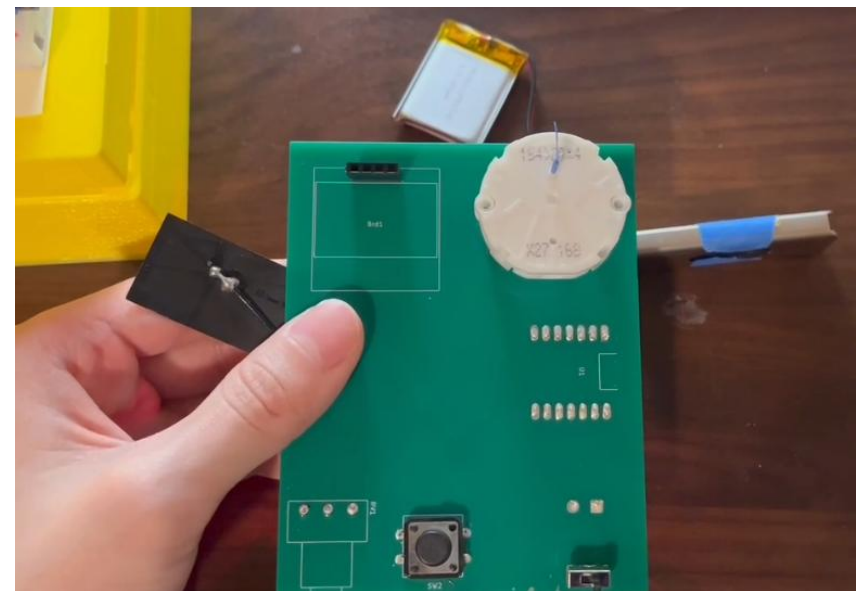
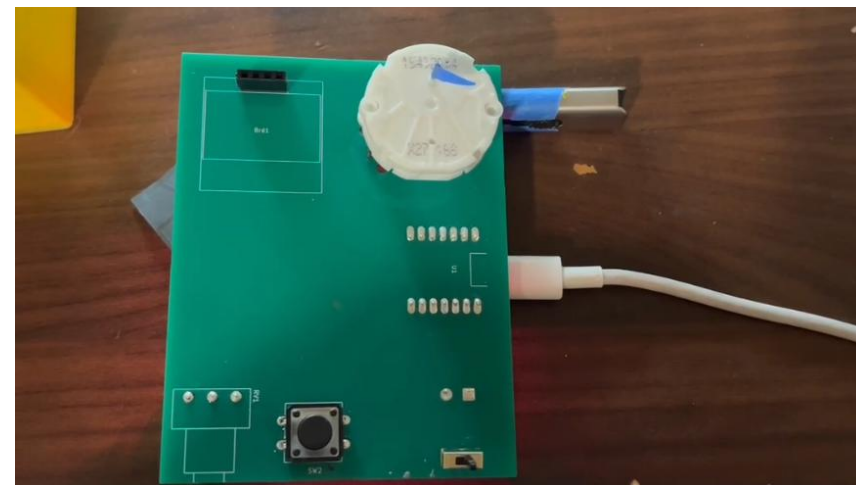


Display Device



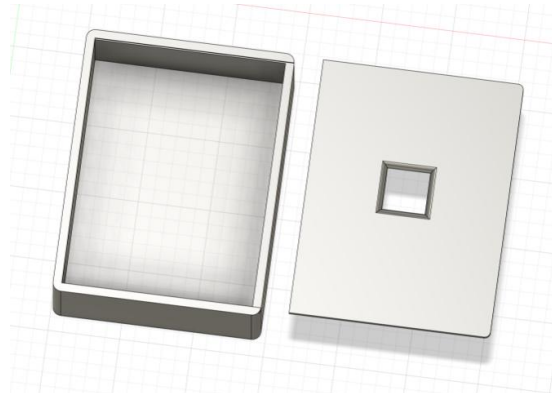
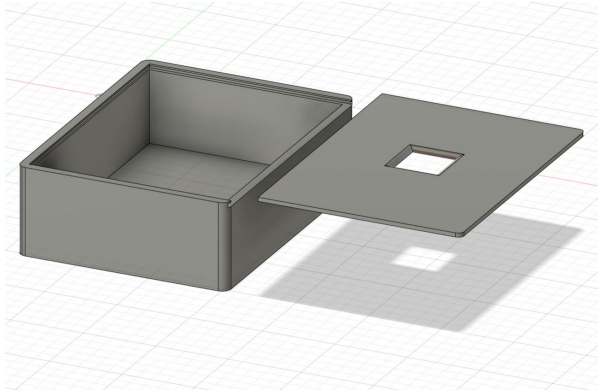
The image shows a VS Code editor window with a C++ file named `main.cpp` open. The file is located in the `0311_Final_Client` project. The code defines a `rotateMotor` function that takes a boolean `clockwise` and an integer `speedMultiplier` as arguments. It prints the motor state and speed multiplier, then rotates the motor for 512 steps (1 full rotation) in the specified direction. The terminal output shows the following sequence of events:

```
Pause 1s
Motor State: 4
Mode 4: Fast CCW
Counterclockwise | Speed Multiplier: 2
Pause 1s
Motor State: 1
Mode 1: Normal CW
Clockwise | Speed Multiplier: 1
Pause 1s
Motor State: 2
Mode 2: Normal CCW
Counterclockwise | Speed Multiplier: 1
Pause 1s
Motor State: 3
Mode 3: Fast CW
Clockwise | Speed Multiplier: 2
Pause 1s
Motor State: 4
Mode 4: Fast CCW
Counterclockwise | Speed Multiplier: 2
Pause 1s
Motor State: 1
Mode 1: Normal CW
Clockwise | Speed Multiplier: 1
```

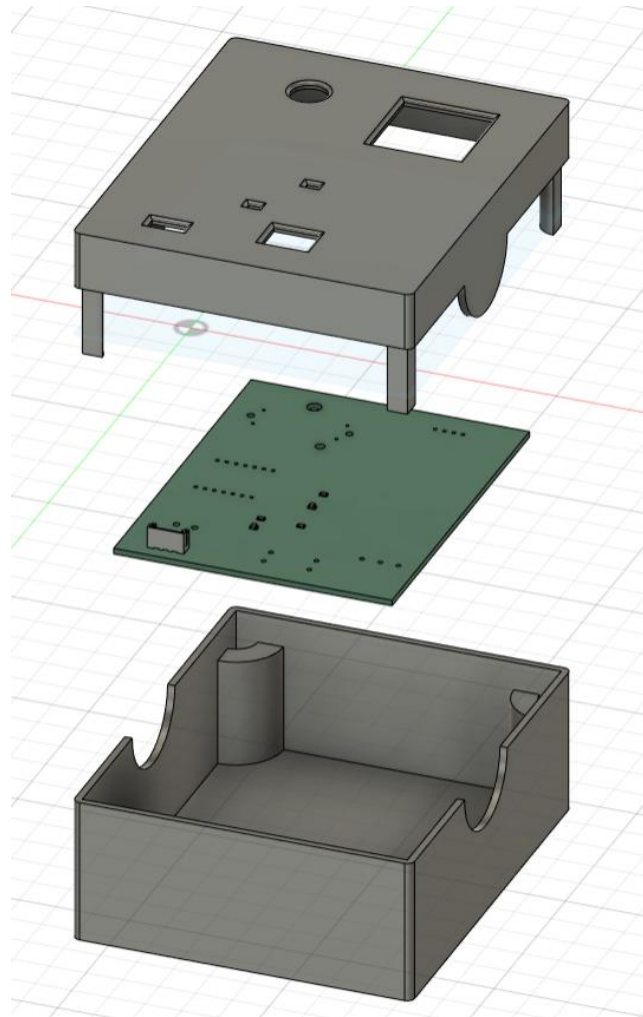


Enclosure Design

For Sensing Device



For Display Device



BLE Communication

Server -- succeed

```
sketch_mar11a | Arduino IDE 2.3.4
File Edit Sketch Tools Help

XIAO_ESP32C3

sketch_mar11a.ino
1 #include <Arduino.h>
2 #include <Wire.h>
3 #include <BLEDevice.h>
4 #include <BLEUtils.h>
5 #include <BLEServer.h>
6 #include <Arduino_APDS9960.h> // 确保使用正确的库
7
8 // 创建 BLE UUID
9 #define SERVICE_UUID "35b88443-045d-4687-8fc4-a79c946baab8"
10 #define CHARACTERISTIC_UUID "c5cc25dd-2467-4829-87bc-55ccf7b0b622"
11
12 BLEServer *pServer = NULL;
13 BLECharacteristic *pCharacteristic = NULL;
14 bool deviceConnected = false;
15
16 // **正确声明 APDS9960 传感器**
17 APDS9960 apds(Wire, -1); // 传入 I2C 和中断引脚 (-1 代表不使用中断)
18
19 class MyServerCallbacks : public BLEServerCallbacks {
20     void onConnect(BLEServer* pServer) {
21         deviceConnected = true;
22         Serial.println("Client Connected!");
23     }
24
25     void onDisconnect(BLEServer* pServer) {
26         deviceConnected = false;
27     }
28 };
29
30 MyServerCallbacks myCallbacks;
31 BLEServer server(BLEDevice::getPrimaryService(SERVICE_UUID), 1);
32 server.setCallbacks(myCallbacks);
33 BLECharacteristic characteristic(SERVICE_UUID, CHARACTERISTIC_UUID, BLEReadWriteUnsignedChar);
34 server.addCharacteristic(characteristic);
35 server.start();
36
37 void loop() {
38     if (deviceConnected) {
39         int lightIntensity = apds.readLightIntensity();
40         Serial.print("Light Intensity (C): ");
41         Serial.println(lightIntensity);
42     }
43 }
```

Output Serial Monitor x

Message (Enter to send message to 'XIAO_ESP32C3' on 'COM7')

```
Light Intensity (C): 394
Light Intensity (C): 391
Light Intensity (C): 219
Light Intensity (C): 103
Light Intensity (C): 103
Light Intensity (C): 103
```

Client -- succeed

```
client | Arduino IDE 2.3.4
File Edit Sketch Tools Help

XIAO_ESP32C3

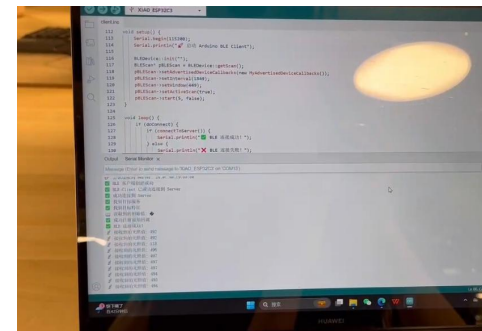
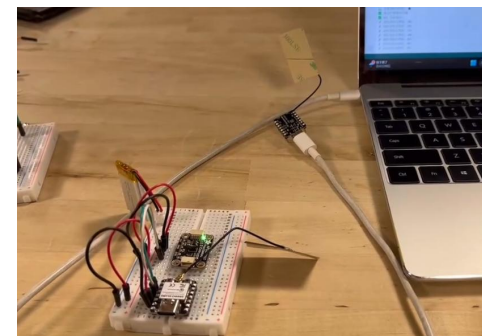
client.ino
112 void setup() {
113     Serial.begin(115200);
114     Serial.println("启动 Arduino BLE Client");
115
116     BLEDevice::init("");
117     BLEScan* pBLEScan = BLEDevice::getScan();
118     pBLEScan->setAdvertisedDeviceCallbacks(new MyAdvertisedDeviceCallbacks());
119     pBLEScan->setInterval(1349);
120     pBLEScan->setWindow(449);
121     pBLEScan->setActiveScan(true);
122     pBLEScan->start(5, false);
123 }
124
125 void loop() {
126     if (doConnect) {
127         if (connectToServer()) {
128             Serial.println("BLE 连接成功!");
129         } else {
130             Serial.println("BLE 连接失败!");
131         }
132     }
133 }
```

Output Serial Monitor x

Message (Enter to send message to 'XIAO_ESP32C3' on 'COM15')

```
◆ 建成功
✓ BLE Client 已成功连接到 Server

✓ 找到目标服务
✓ 找到目标特征
✓ 读取到的初始值: h
✓ 成功注册通知回调
✓ BLE 连接成功!
✗ 接收到的光照值: 104
✗ 接收到的光照值: 104
✗ 接收到的光照值: 104
✗ 接收到的光照值: 107
```



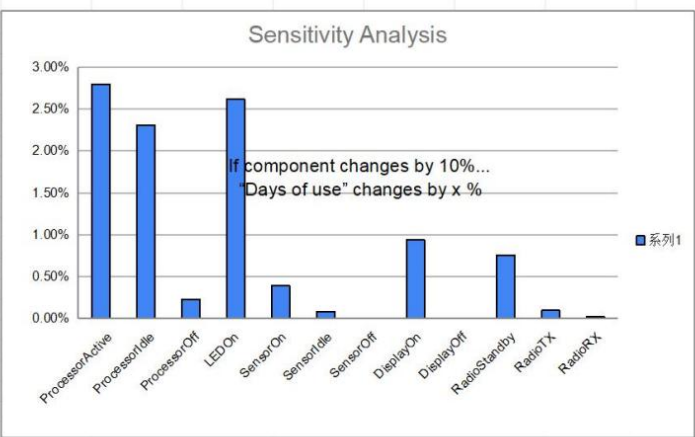
The recording of a successful BLE connection between the server and client is also on [GitHub](#).

Battery & Budget Summary

Battery Life Estimate

System Parameters (defined by hardware) form the datasheets		Profiles (usage of each component mode - defined by software and usage)		
		"off"	"sensing"	"interactive"
Processor (ESP32C3)				
Active	80 mW	0%	20%	25%
Idle	20 mW	0%	75%	70%
Sleep	1 mW (same as default)	100%	5%	5%
		(same as default)		
LED				
On	15 mW	70%	0%	30%
Sensor (APDS9960)				
On	5 mW (same as default)	0%	50%	50%
Idle	1 mW (same as default)	0%	50%	50%
Off	0 mW	100%	0%	0%
		(same as defau)	(same as defau)	(same as default)
Display (OLED)				
On	15 mW	0%	0%	100%
Off (leakage)	0 mW	100%	100%	0%
		(same as defau)	(same as defau)	(same as default)
Radio (BLE)				
Data Rate	300 bps (same as default)	0%	0%	0%
Standby Power	5 mW (same as default)	0%	97%	97%
TX Power	30 mW	0%	2%	2%
RX Power	10 mW (same as default)	0%	1%	1%
		(same as defau)	(same as defau)	(same as default)
		14	6	4 hours/day typical usage
Battery				
Capacity	1000 mAh			
Nominal Voltage	3.7 V			
Regulator Efficiency	90% (same as default)			

REFLECTIONS : WHAT DID YOU LEARN FROM ANALYZING YOUR POWER. TALK ABOUT SOME POTENTIAL TRADEOFFS.



Total power in profile (mw)		Maximum Time
"off"	11.5 mW	289.6 hours
"sensing"	39.6 mW	84.1 hours
"interactive"	62.1 mW	53.6 hours
Effective Battery Capacity		
3330 mW*h		
Days of Use	5.15 days	
Hours of Use	123.52 hours	

Budget Summary

\$9.9

1 more*ESP32C3

\$16.58

2*3.7V1000mAh Battery

\$0

OLED, APDS9960, PCB, Step Motor, Switch, Button, LED...

Total

\$26.48

Future Work

1. Improve BLE Stability

Optimize the Bluetooth connection between the server and client to ensure more reliable real-time data transmission.

2. Processed sensor data (OLED)

Improve motor response consistency and reduce any unintended fluctuations in movement.

3. Effect:

Enhance OLED visualization by adding real-time feedback and historical sunlight trends for better user interaction.

Thank You
