*Memory Game*

*Документация*

1. Цел на проекта – подобряване на паметта на играчите чрез запомняне на различни подредби на цветни LED крушки.
2. Използвани компоненти в проекта

-Платка Arduino Uno R3

-LED крушка цвят:

\*червен – 1 брой

\*синя – 1 брой

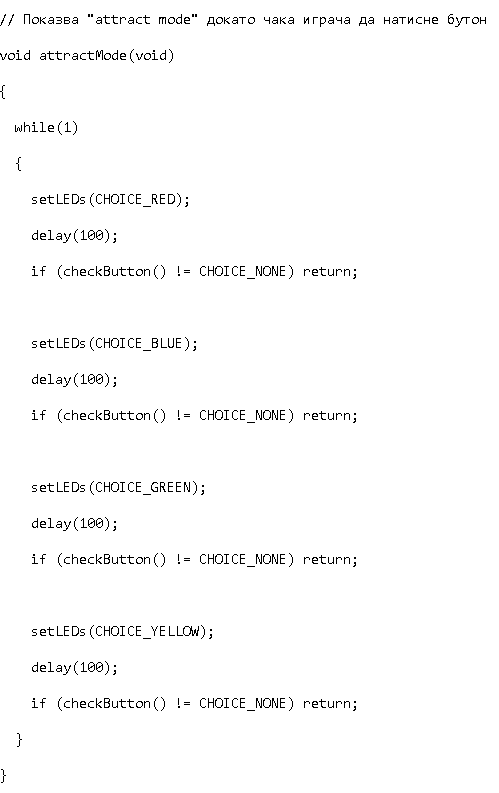
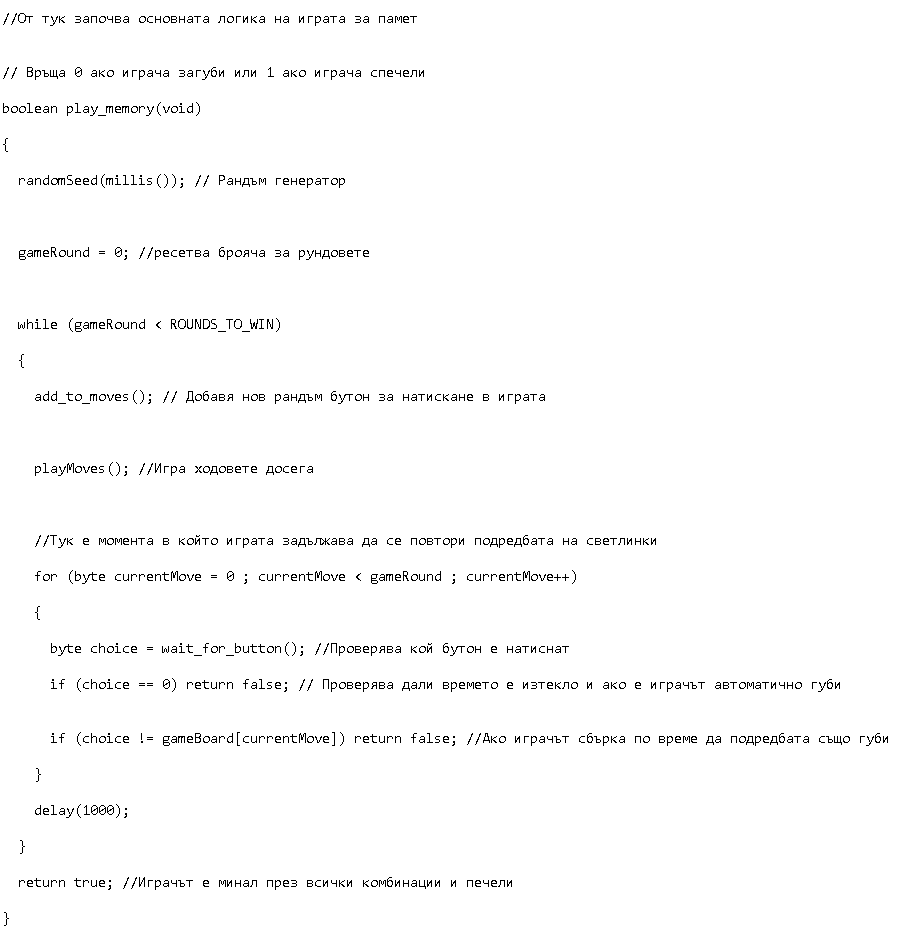
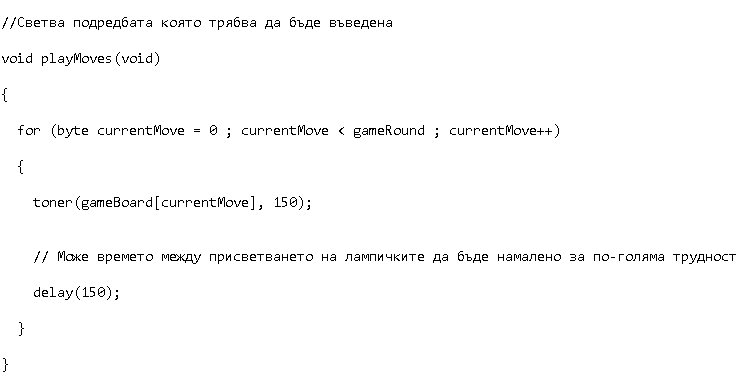
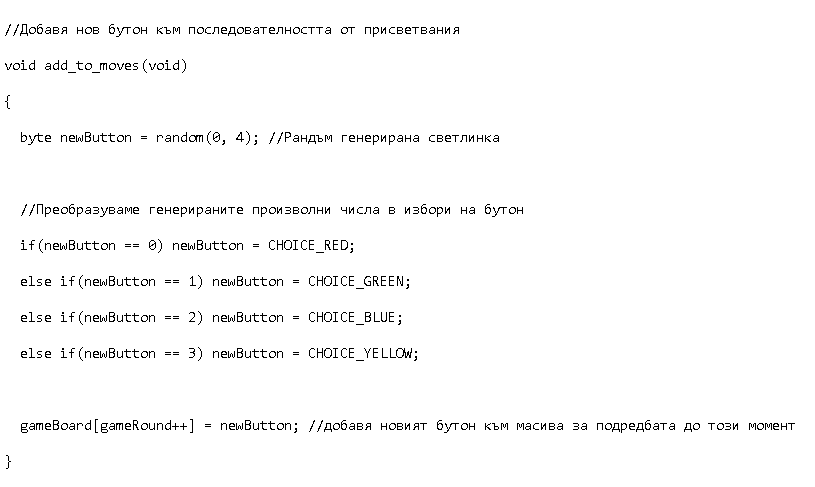
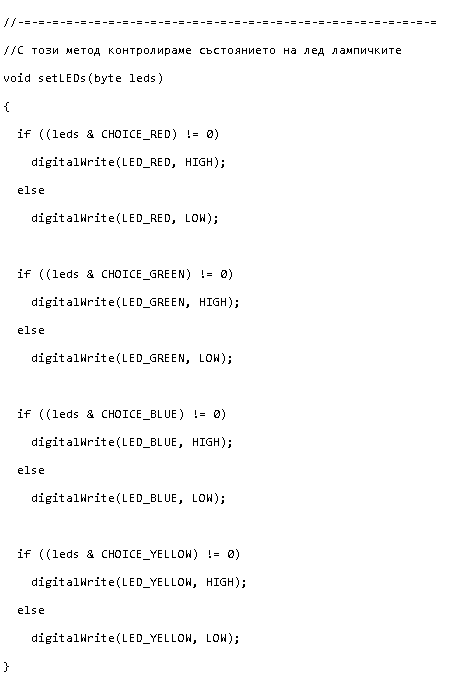
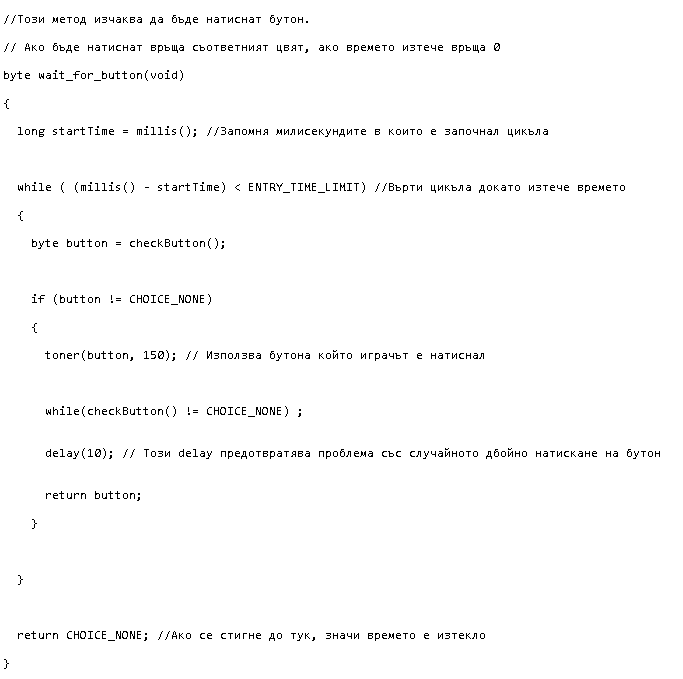
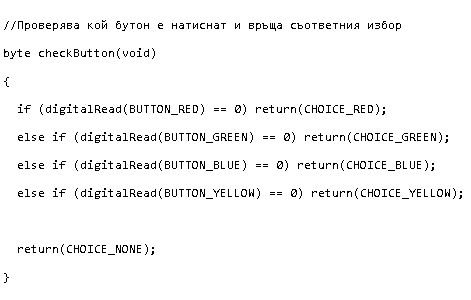
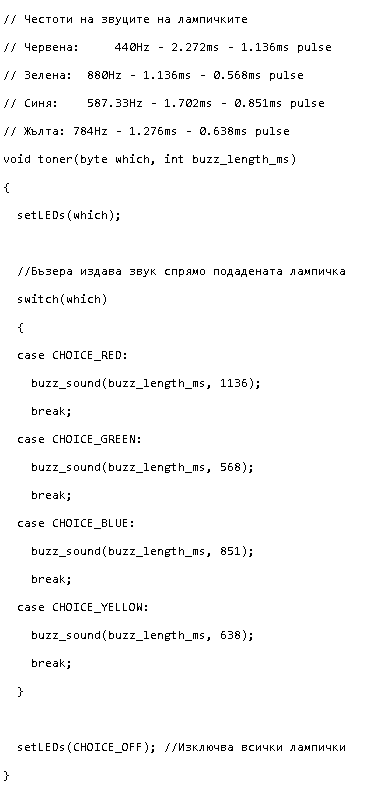
\*зелена – 1 брой

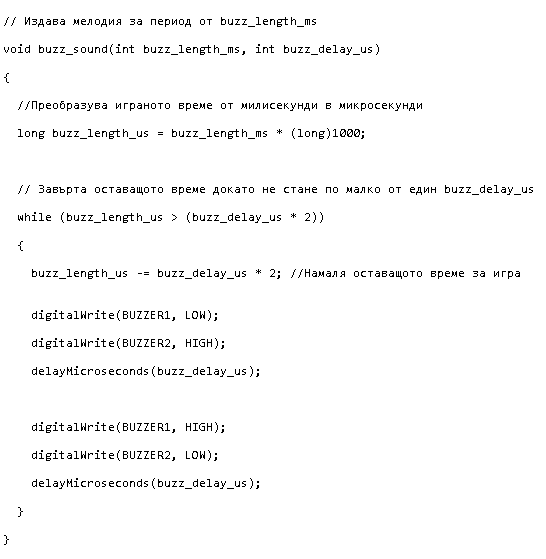
\*жълта – 1 брой

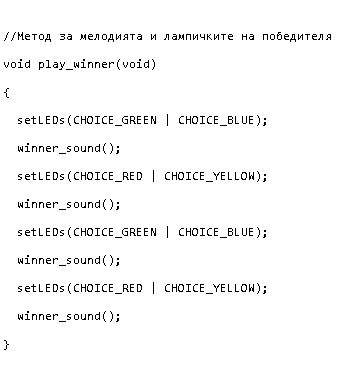
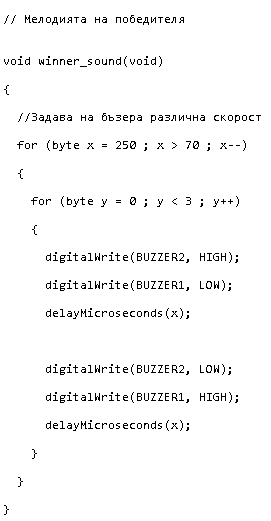
-Pushbutton: брой 4

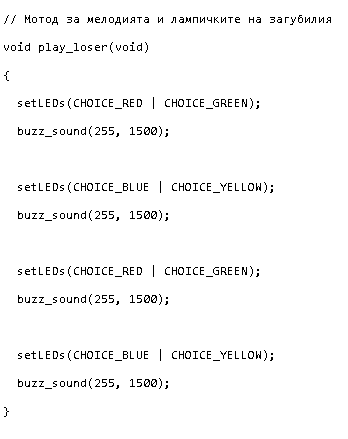
-Resistor: брой 4 – напрежение 220Ω

-Piezo (Buzzer)

1. Използвани Методи в програмата
   1. attractMode();
   2. play\_memory();
   3. playMoves();
   4. add\_to\_moves();
   5. setLEDs(byte leds); 
   6. wait\_for\_button();
   7. checkButton();
   8. toner (byte which, int buzz\_length\_ms); 
   9. buzz\_sound(int buzz\_length\_ms, int buzz\_delay\_us);



* 1. play\_winner();
  2. winner\_sound();
  3. play\_loser();



4.Хардуерен изглед

