

1. 认识Skids硬件

LED

管脚号：17-红色；21-黄色；22-绿色；26-蓝色

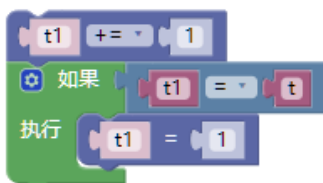
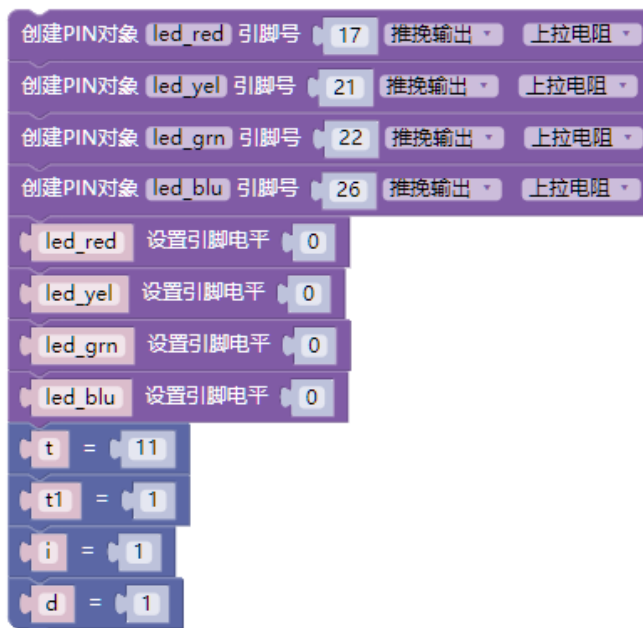
按键

管脚号：S1-36；S2-39；S3-34；S4-35

LCD

2. 按键控制LED亮灭

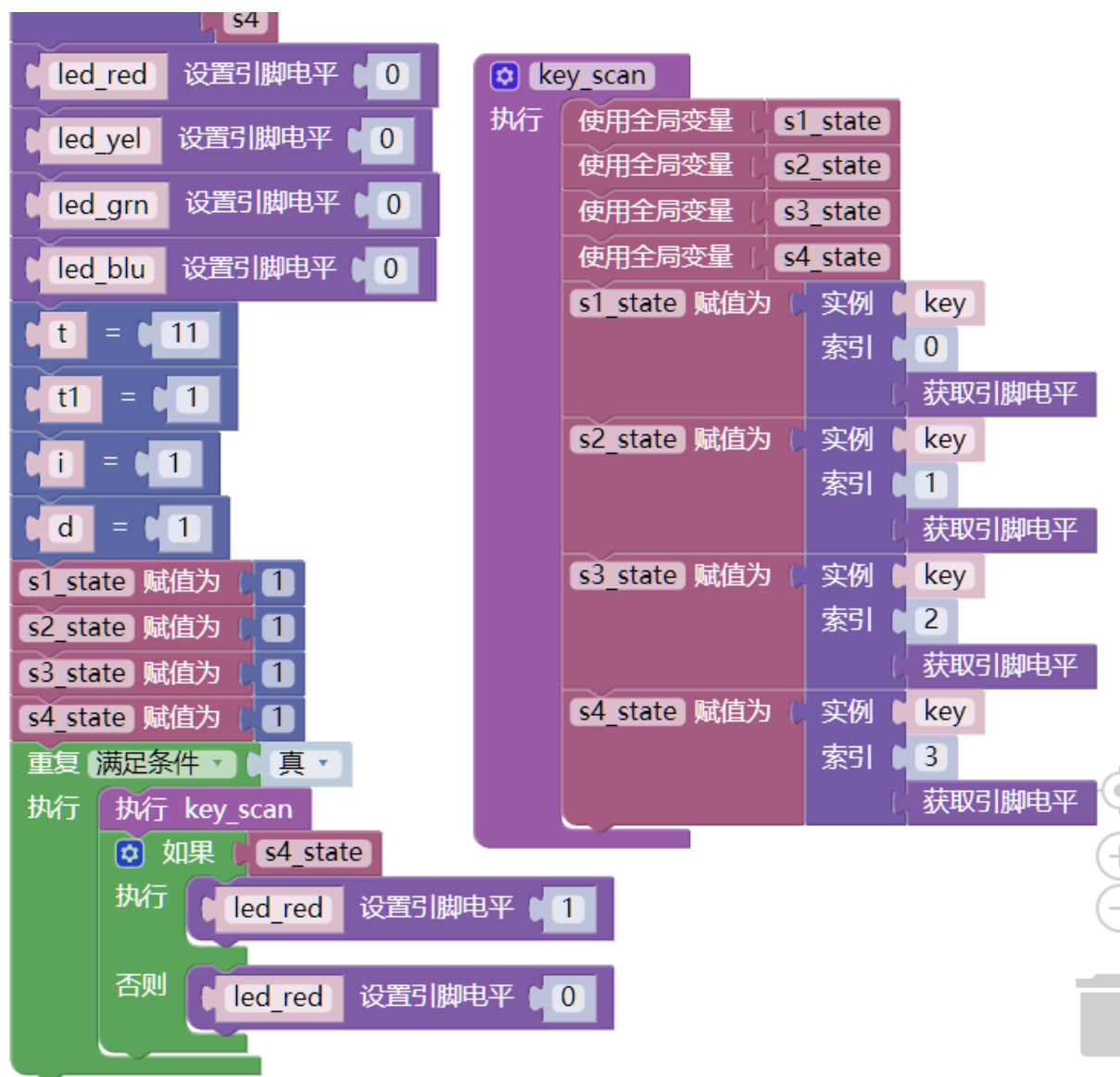
呼吸灯



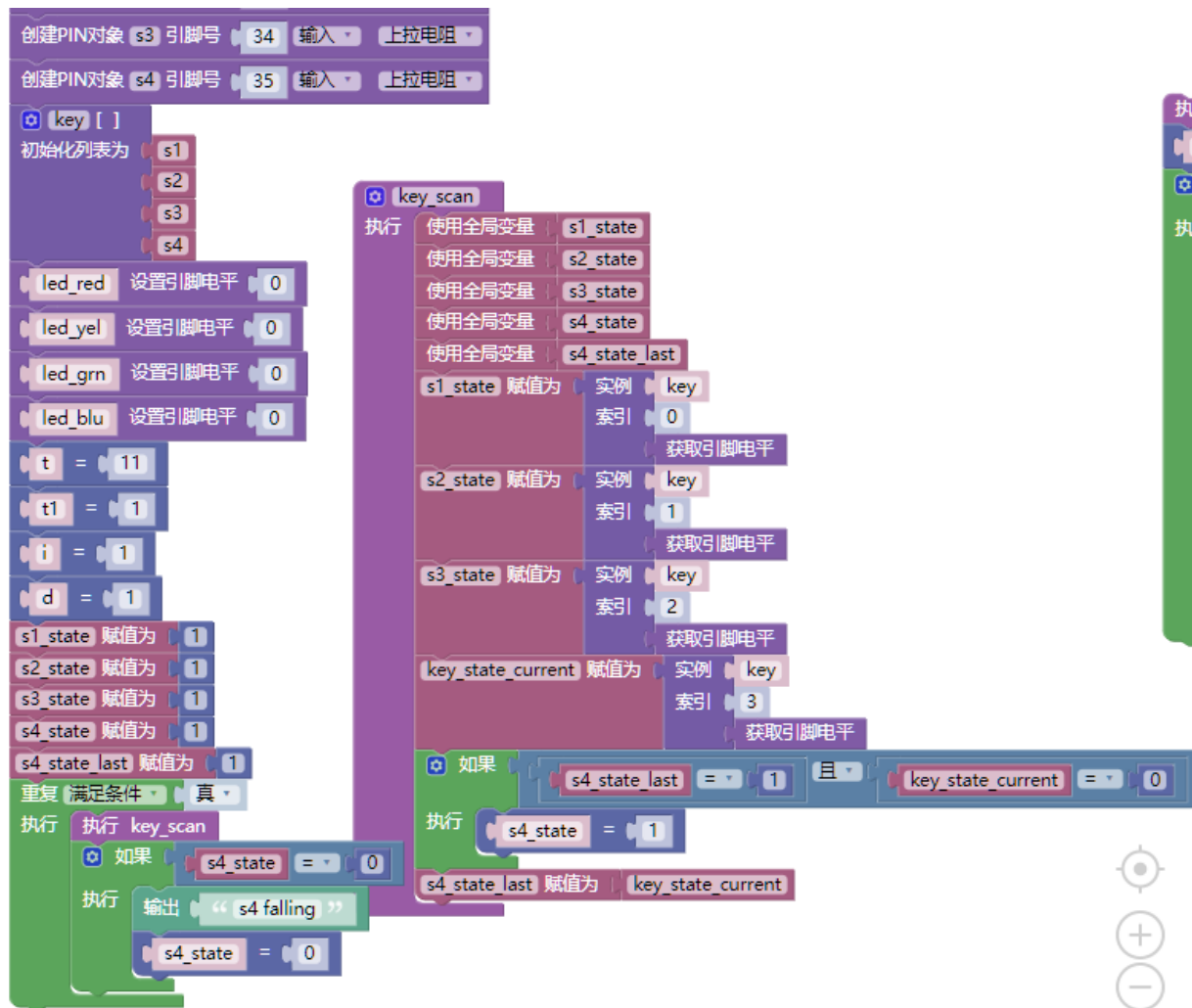
按键检测

The image shows a Scratch script for button detection. It consists of the following blocks:

- Four 'Create PIN object' blocks for LEDs: `led_red` (pin 17), `led_yel` (pin 21), `led_grn` (pin 22), and `led_blu` (pin 26). All are configured for 'Push/Pull Output' and 'Pull-up Resistor'.
- Four 'Create PIN object' blocks for switches: `s1` (pin 36), `s2` (pin 39), `s3` (pin 34), and `s4` (pin 35). All are configured for 'Input' and 'Pull-up Resistor'.
- A 'key' list block, initialized with `s1`, `s2`, `s3`, and `s4`. This block is labeled '列表' (List) in red.
- Two 'Set pin level' blocks for `led_red` and `led_yel` to level 0.
- A 'key_scan' block with two 'Use global variable' sub-blocks for `s1_state` and `s2_state`. This block is labeled 'skids' in red.







3. 点亮LCD

画图

海龟-画国旗

逻辑思维：如何把图片拆解，并使用现有工具完成绘图

~~screen~~用直线画图标

石头剪刀布游戏

文本+海龟方式实现

进一步用图标方式实现

找图标->尺寸不合适则修改图标尺寸->图标格式转换

白色背景

截图让图标有背景

记录像素位置等

4. 使用LCD+按键设计游戏-推箱子，俄罗斯方块