Pikachu-Volleyball 進度報告

B06901162 電機四 梁瀚中
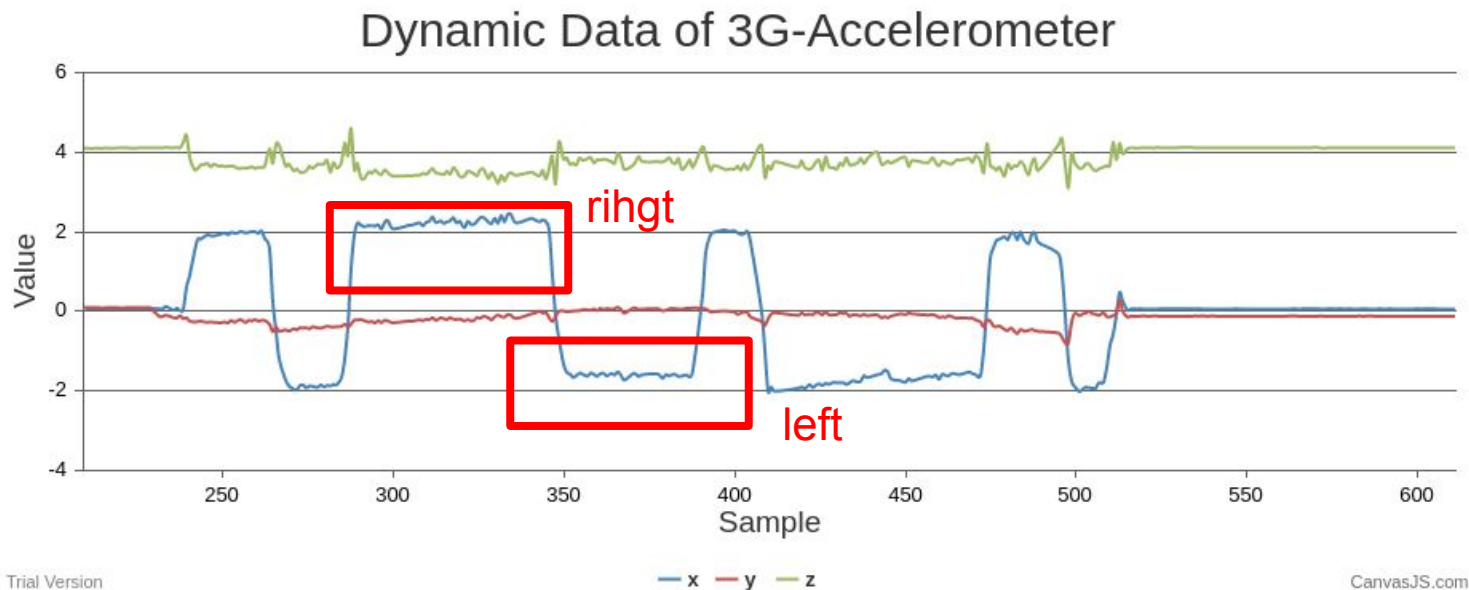B06901166 電機四 陳杰民

Architecture
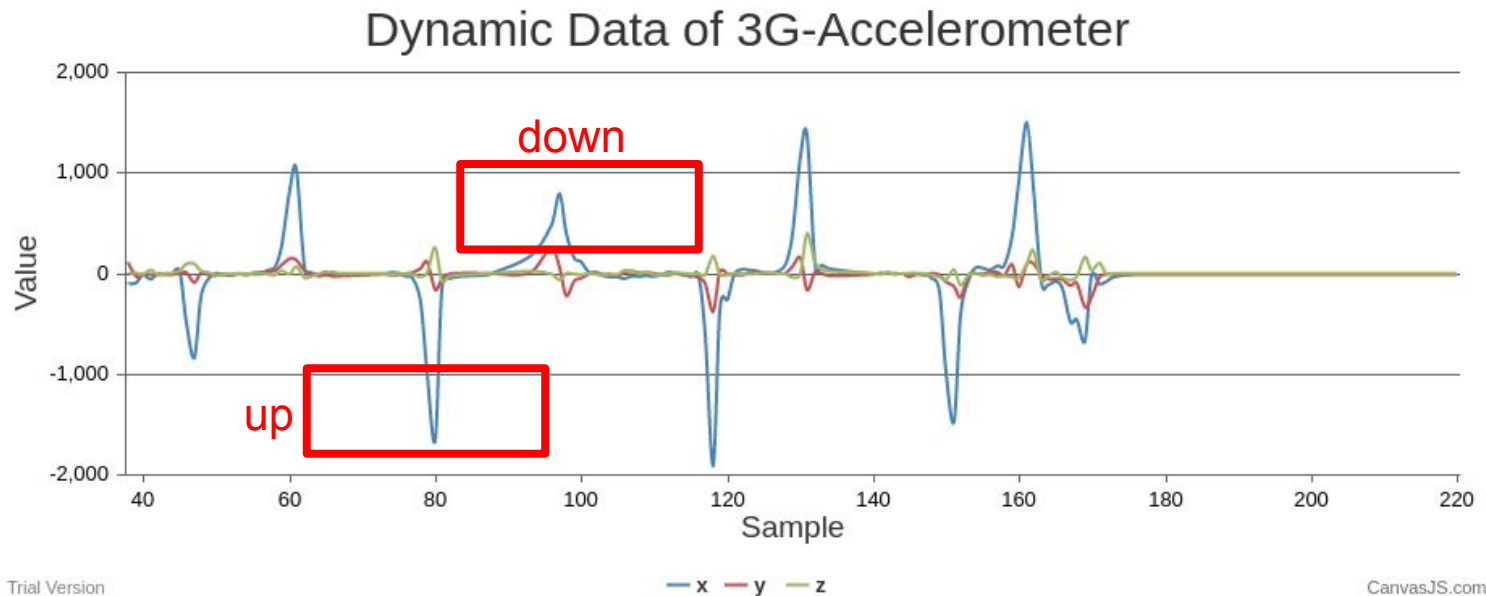

(display)

STM32
player

WIFI

WIFI
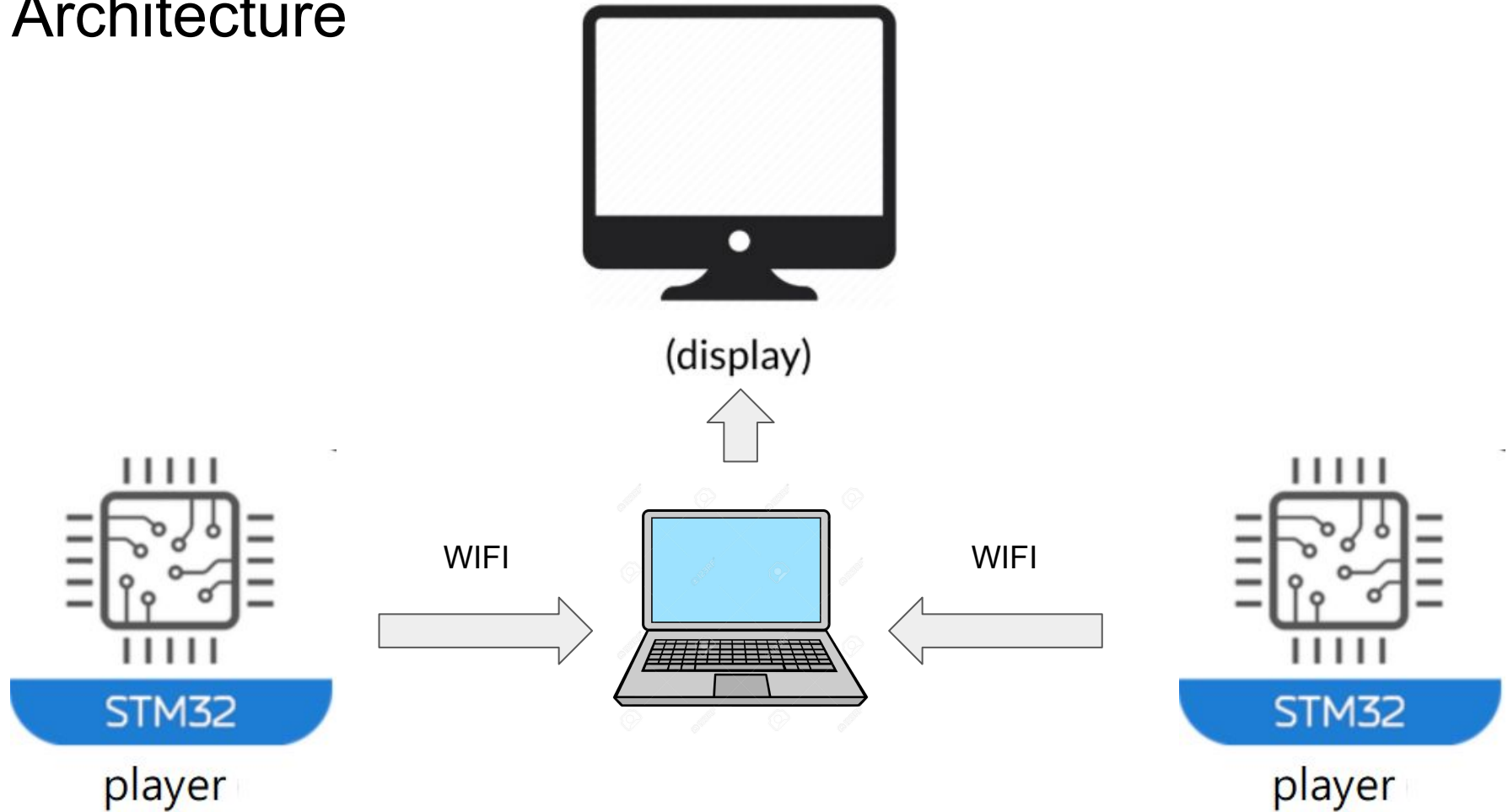
STM32
player

STM32

● 使用3軸加速度計的X軸的值來判斷左右。

STM32

- 透過gyro得到角速度後累積得到角位移來判斷上下。

STM32

- 透過板子上的button來判斷玩家是否殺球。

{"right":0,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":1}
{"right":0,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":1,"up":0,"down":0,"hit":0}
{"right":0,"left":1,"up":0,"down":0,"hit":0}
{"right":0,"left":1,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":1}
{"right":1,"left":0,"up":0,"down":0,"hit":0}
{"right":1,"left":0,"up":0,"down":0,"hit":0}
{"right":1,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":0}
{"right":0,"left":0,"up":0,"down":0,"hit":0}

Pikachu Program

- Websocket 只會吃一次tcp receive buffer的資料。
- 如果要讓他吃很多次資料，結果就連不上了。

待解決的問題

- 如何讓javascript 的 websocket 穩定接收來自socket的資料。
- 殺球判斷方式
- 使用者體驗(TCP、UDP、reset function)