

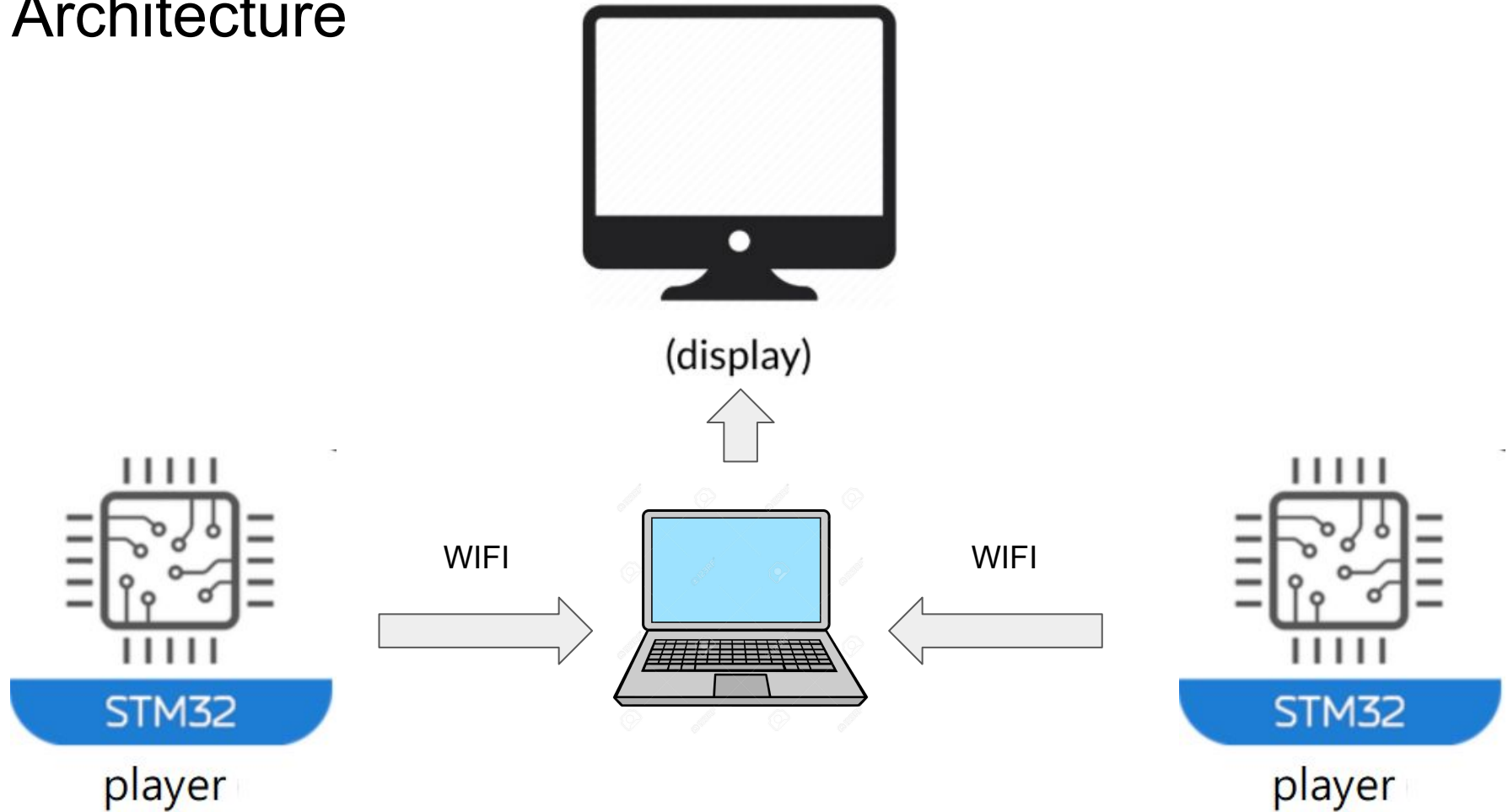
Pikachu-Volleyball

進度報告

B06901162 電機四 梁瀚中

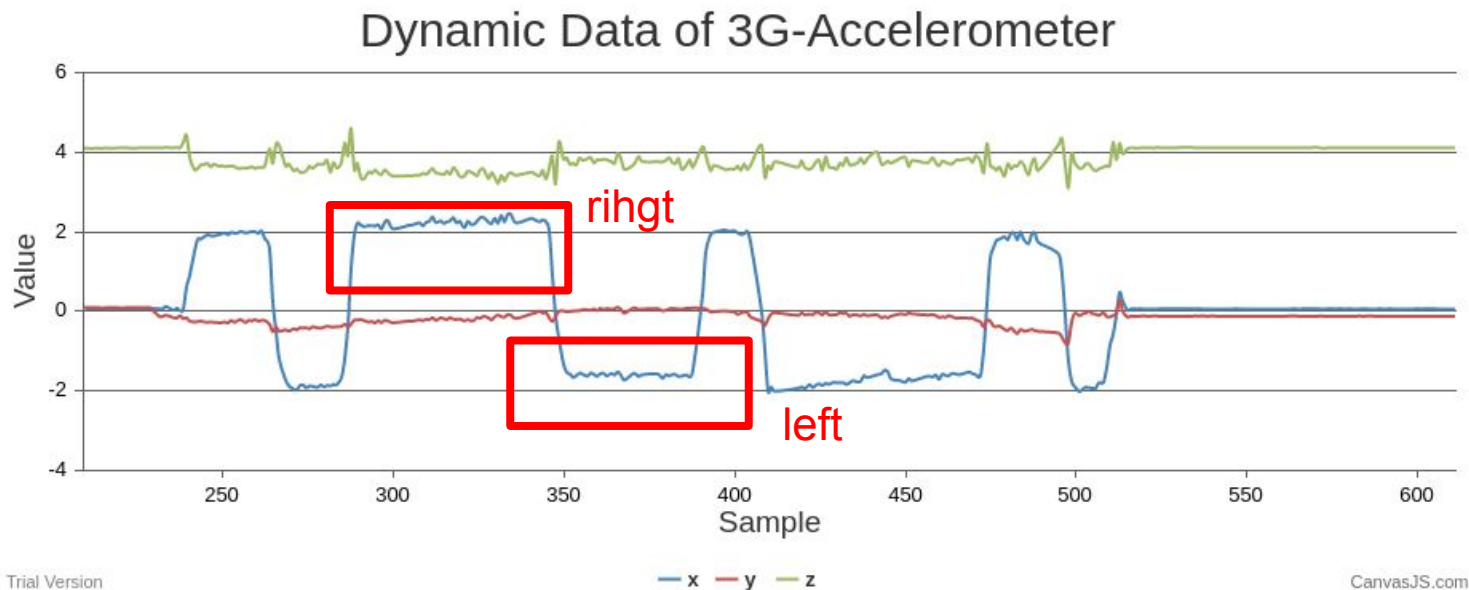
B06901166 電機四 陳杰民

Architecture



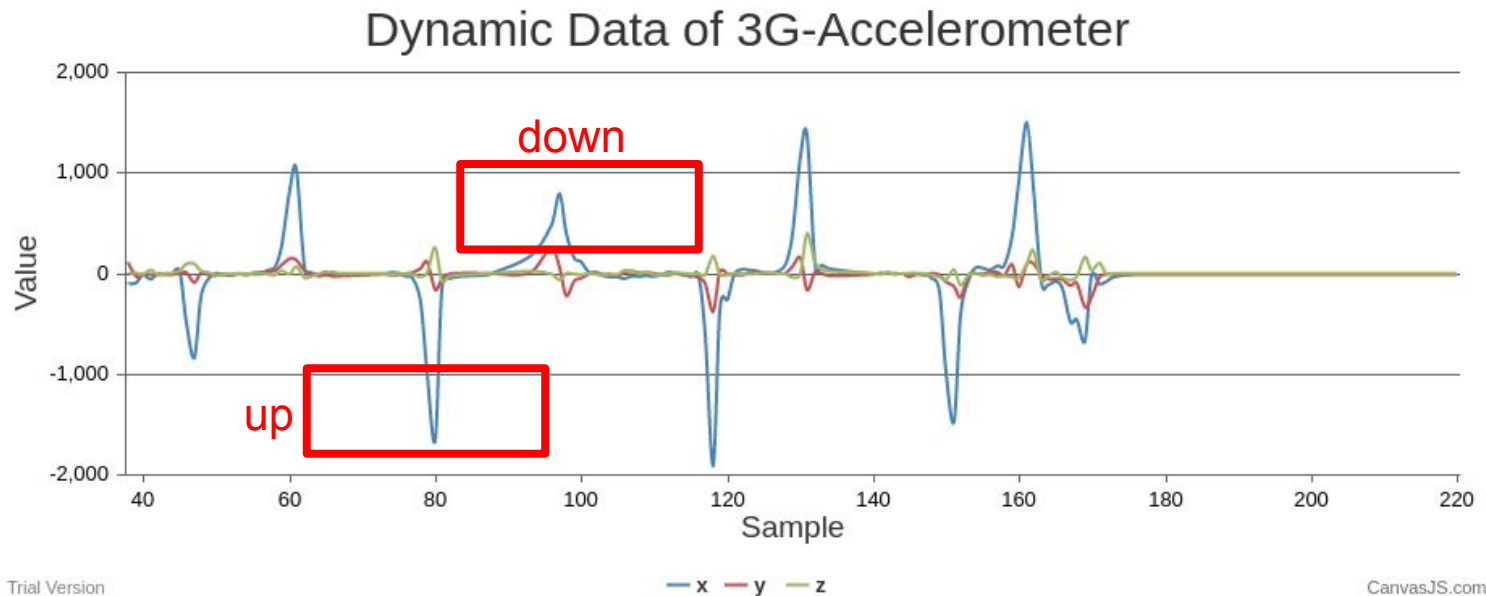
STM32

- 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}  
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["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。

The screenshot shows a web browser's developer console with the following content:

- Network Log:** A series of messages from 'workbox' indicating precaching responses for various assets like 'resources/assets/images/screenshot.png', 'resources/style.css', 'resources/assets/images/controls.png', 'runtime.bundle.js', 'vendors-ko-main.bundle.js', and 'main.bundle.js'. Each message is followed by a link to 'logger.js:44'.
- Address Bar:** The address bar shows 'PixiJS 5.3.3 - WebGL 2' and the URL 'http://www.pixijs.com/'.
- JavaScript Log:** A message 'onopen' is followed by a large JSON object representing a game state, with a link to 'keyboard.js:11'.
- Error Log:** A red error message: 'Uncaught SyntaxError: Unexpected token : in JSON at position 5'. The error originates from 'JSON.parse' in an anonymous function within 'WebSocket' at 'keyboard.js:18'.
- Additional Network Log:** Messages from 'workbox' for 'en/manifest.json' (link to 'logger.js:44') and 'resources/assets/images/IDI_PIKAICON-1_gap_filled_192.png' (link to 'client:52').
- Warning Log:** A yellow warning message: 'GenerateSW has been called multiple times, perhaps due to running webpack in --watch mode. The precache manifest generated after the first call may be inaccurate! Please see https://github.com/GoogleChrome/workbox/issues/1790 for more information.' (link to 'client:135').
- Warning Log:** A yellow warning message: 'vendors-main.bundle.js is 4.35 MB, and won't be precached. Configure maximumFileSizeToCacheInBytes to change this limit.' (link to 'client:135').

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)