



AIR HOCKEY PROJECT

NAIL YAHYAoui

SUMMARY

- 01** ABOUT
- 02** PROBLÉMATIC
- 03** MY PART
- 04** MATERIAL
- 05** ADVANCED
- 06** NOW
- 07** CONCLUSION

ABOUT



player versus player



have a fun





**HOW TO MAKE THE USER FEEL
COMFORTABLE?**

MY PART



Mission

- play with light
- sound play

- blue or red light
- a little sound



Vision

MATERIAL

for the entire system

motherboard

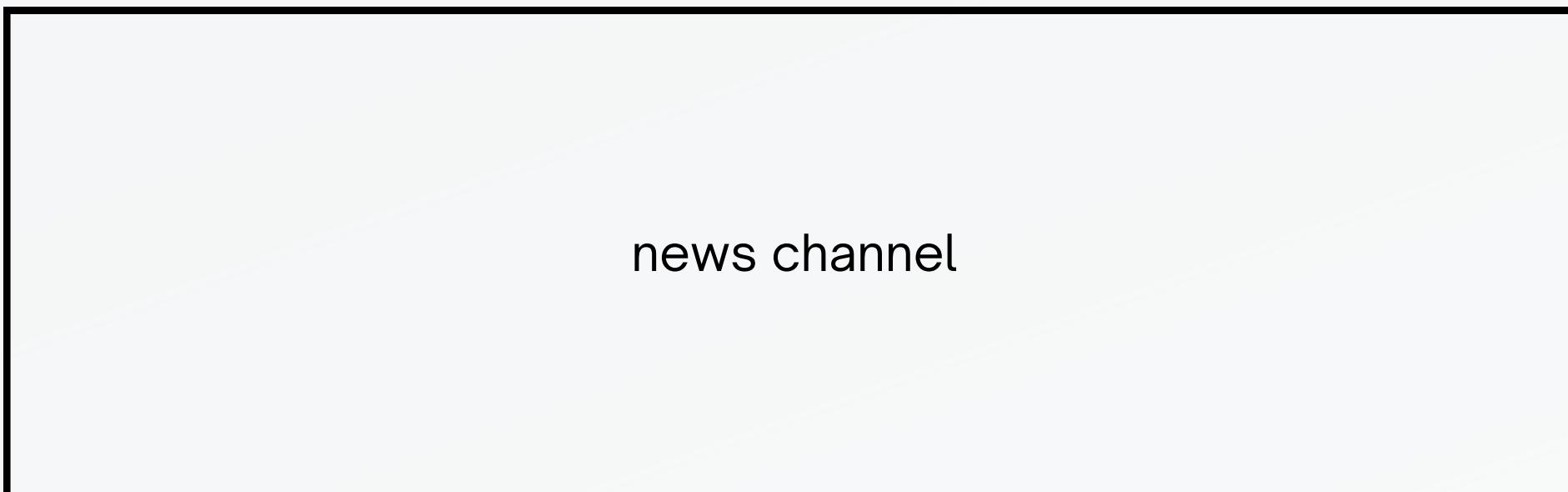
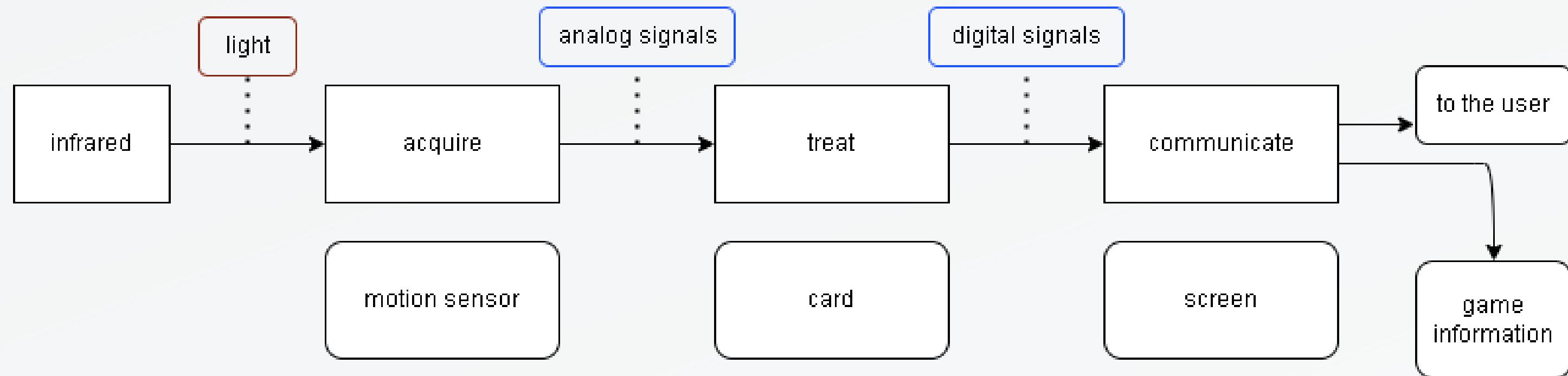
cable

Led

speaker

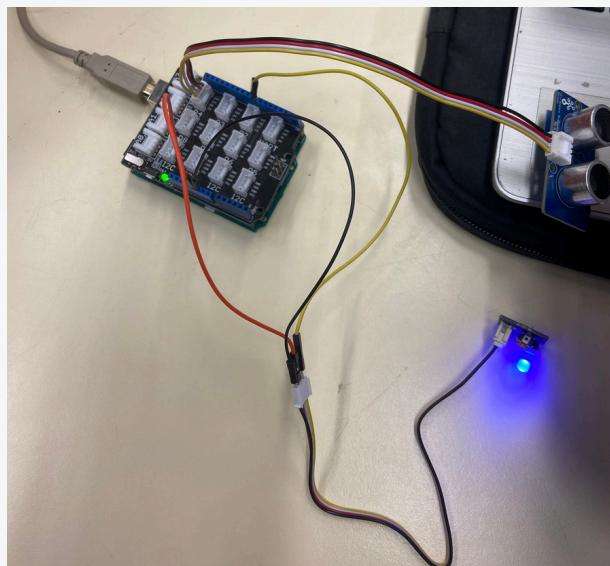
censor

MATERIAL

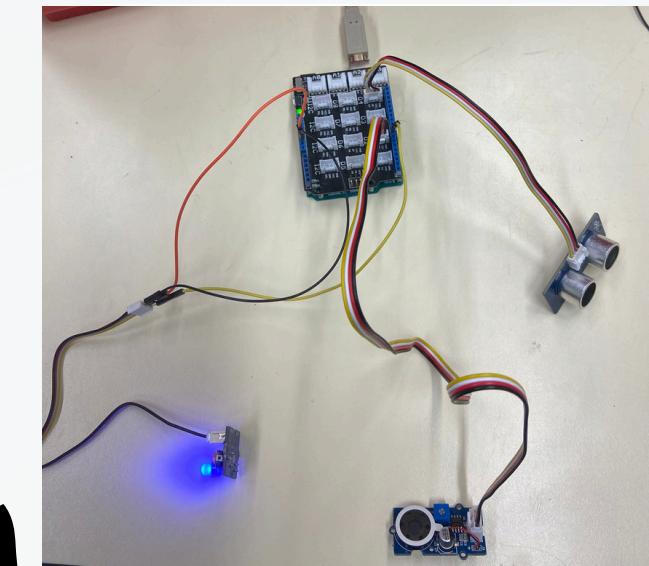


ADVANCED

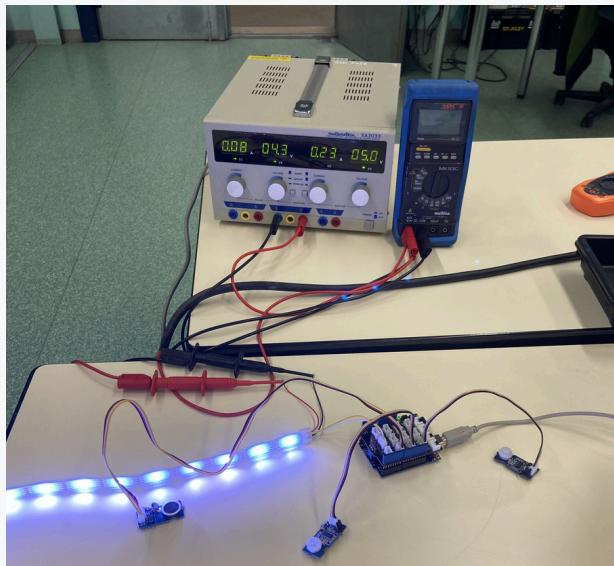
all prototypes



PROJECT 1



PROJECT 2



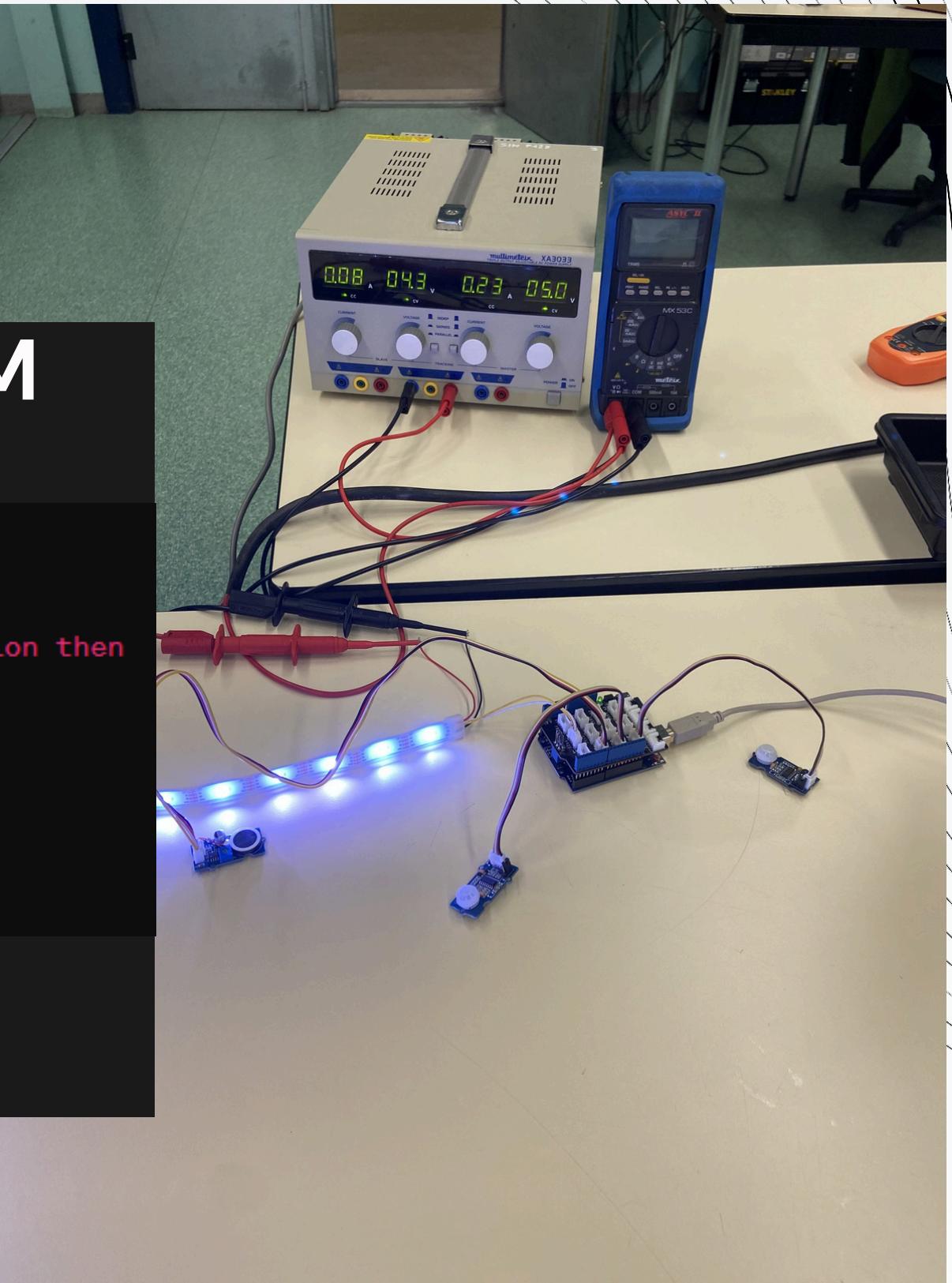
PROJECT 3

NOW

- we have the final system
- the code is finished

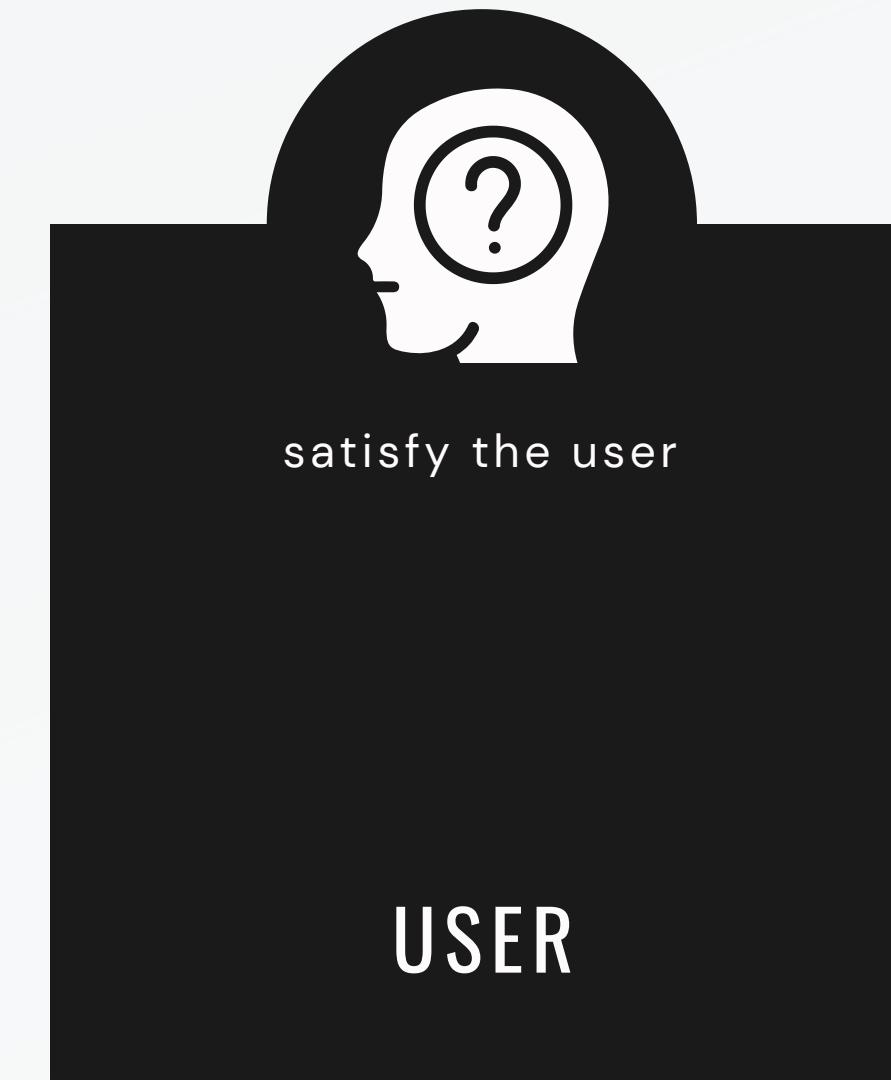
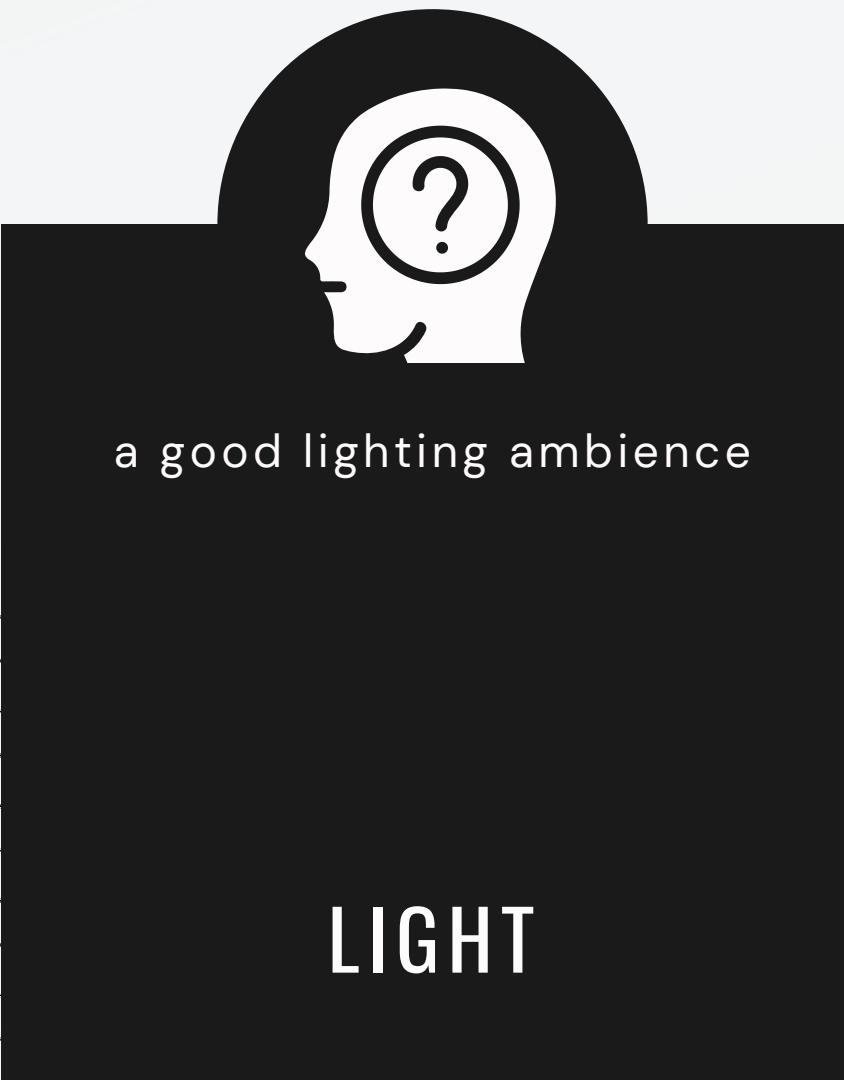
ALGORITHM

```
Start
  While True
    If motion sensor detects motion then
      Turn on the light
      Play the sound
    End If
  End While
End
```



HOW TO MAKE THE USER FEEL COMFORTABLE?

CONCLUSION



**THANK'S FOR
LISTENING**

