*Professional Practice*

*Project – Arduino*

*Simon Says Game*

*By Noel Melia*

*&*

*Eoghan Muldoon*

# Introduction

This module is intended to bring together many of the best practices that the student has learned in the previous semesters. It gives the student an opportunity to design, develop and deploy a project, either individually or in a group environment, delivering a piece of software in a timely and standards driven manner.

We choose to make a game on Arduino because we wanted to use hardware along with software and thought it would be interesting to use it.

# System Requirements

The project would have to be along the lines of what we are doing in college and technology of our era.

For this reason, we have chosen to design something with Arduino, and it would be interesting in the weeks to come. We both bought an Arduino kit and by the looks of the set and components that came with the kit we would be ready to make something straight away. But over this report we will tell you about how there is two differences in should and will.

# Technology Used and Why

Arduino Uno Kit and Components

Arduino IDE

C Language

# Architecture of the Solution

# Design Methodology

# Features of the Implementation

# Limitations and Known Bugs

# Testing Plans

# Recommendations for Future Development

# Conclusions