GameBoy PCB

A PCB Project that's focused on making a PCB to power the whole system. The goal is to make a gameboy with modular parts which mainly includes Arduino Nano, OLED Display, buttons, and a charging system. The system's feature is picking games, credits, rechargable, adjustable audio, and most importantly, playable.

The front is all connected through a PCB in which the Arduino Nano acts as the CPU to play games (pingpong, snakes, etc.), the buttons as the controls, and a potentiometer to adjust the volume.

The back side consist of the powering module, including a separate PCB for powering the system, a step-up module and a charging module.