

# Memory Game Addon

Attach USB or battery, never both

Requires:

- \* Shrimp Parts,
- \* UART Module
- \* 2x 170pt docked breadboards

Suggested:

- \* 3xAAA Battery Pack with switch

<http://shrimping.it/shrimp/project/memory/>

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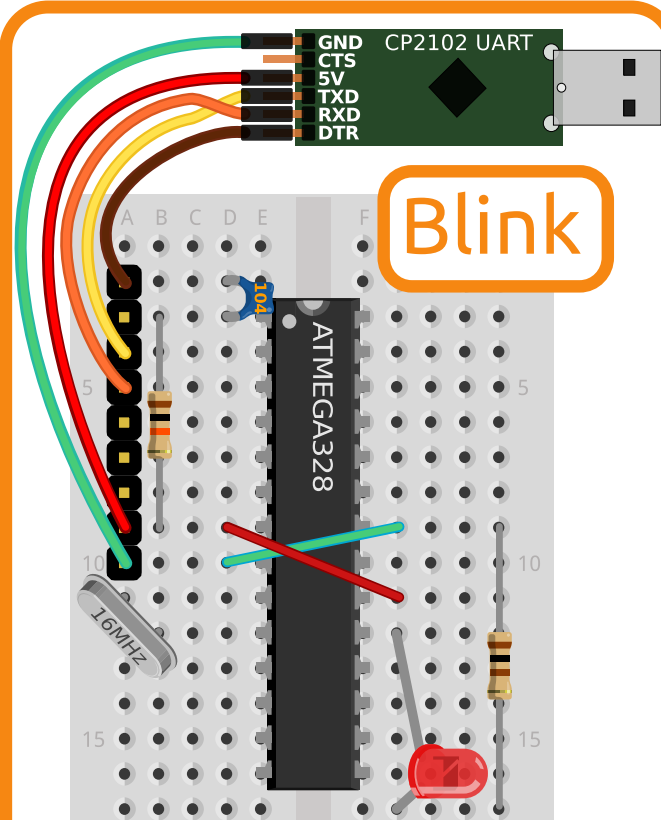
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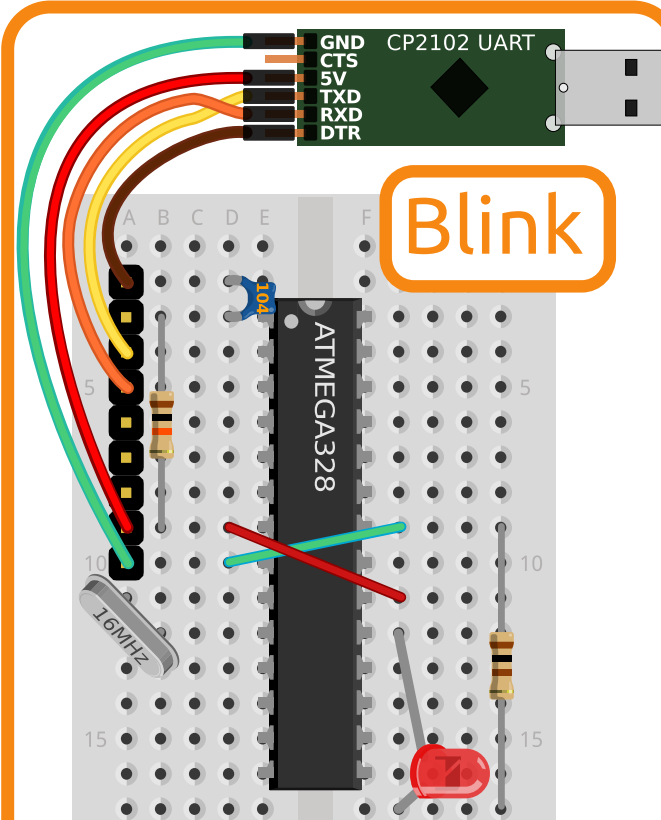
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The diagram shows an ATMEGA328 microcontroller on a breadboard. A USB-to-UART adapter (CP2102) is connected to the microcontroller's pins: GND to ground, CTS to pin 10, 5V to pin 5, TXD to pin 1, RXD to pin 0, and DTR to pin 2. A 16MHz crystal oscillator is connected to pins 9 and 10. A 10k pull-up resistor is connected between pin 4 and pin 14. A red LED is connected between pin 13 and pin 14. The word "Blink" is written in a large orange box in the top right corner.

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

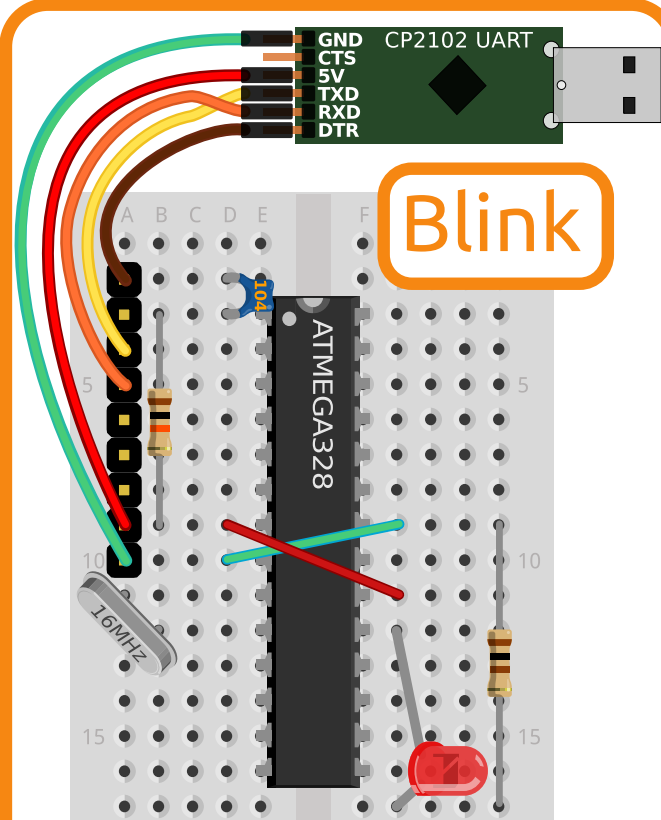
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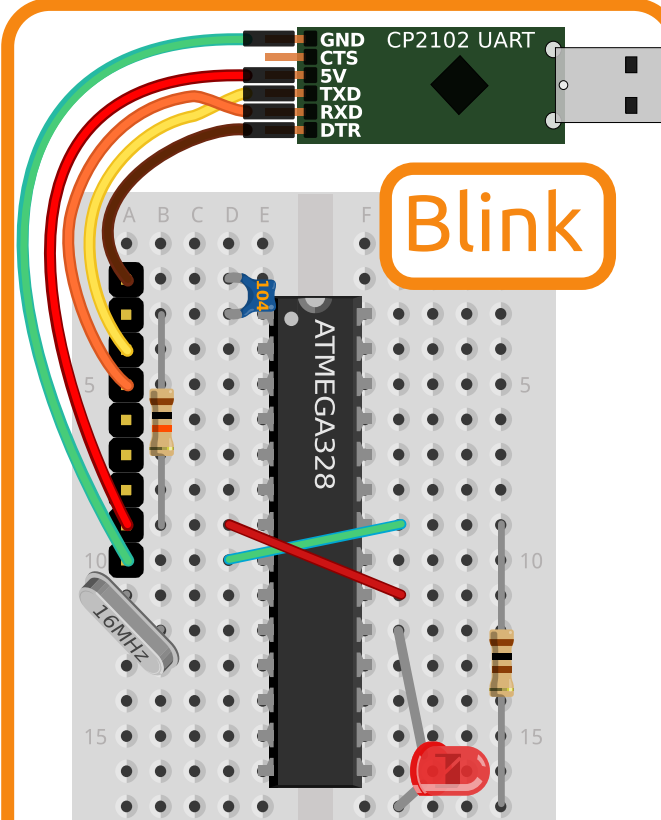
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