SNAKE

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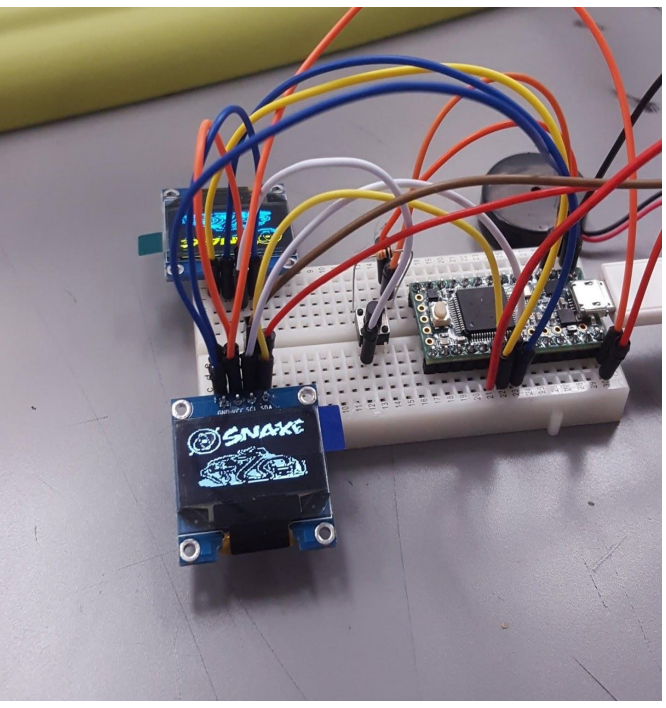
CRT 420 Spring 2018

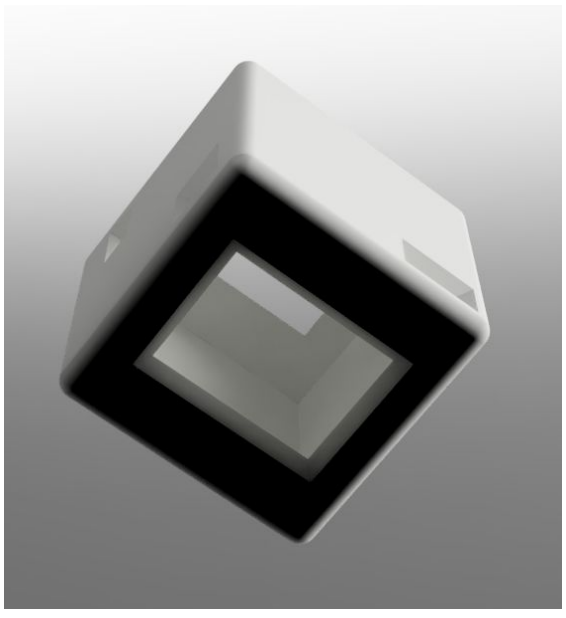
GyroSnake

A unique way to play the classic snake game without the use of directional buttons, but with only the rotation of the device to move the snake.



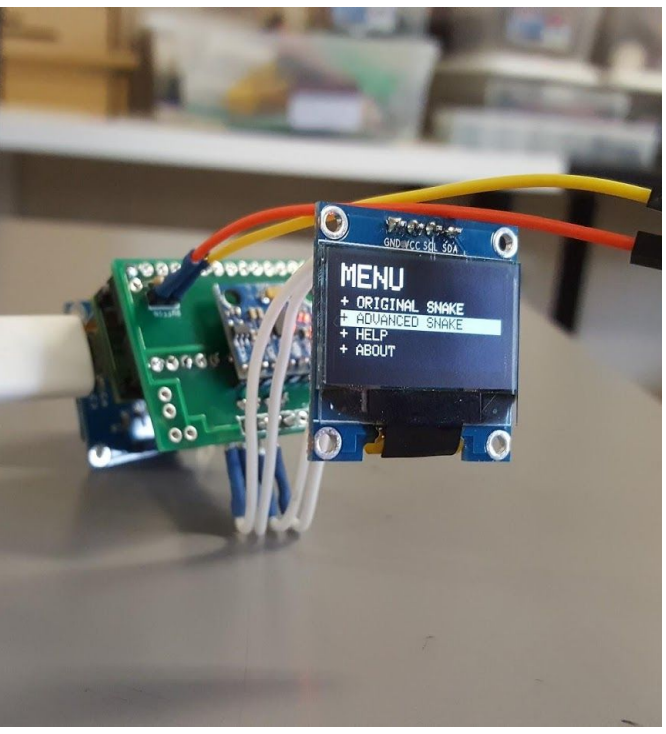
Summary of project 1 through 3:

- First, I developed some initial ideas. Writing down what the project will be like and gathering reference material for it. The project will have two screens, one processor, and moves the snake by moving the device.
- Second, I made three sketches for a potential device design and I choose to do a cube in design.
- Third, I created list of components and software libraries needed to create a fully functional device.



Summary of project 4 through 6:

- Fourth, I made a detailed documentation of the way I will build my project. Wireframes show the different screen modes, circuit diagrams provide good reference material, and a parts costs list was made.
- Fifth, I made a working circuit board and a PCB design on Fritzing. Components are shown fitting when placed on a PCB design print out.
- Sixth, I drew a sketch and Fusion360 model of the case for the design.



Summary of project 7 through 9:

- Seventh, I completed and well formatted the code and solder components to the PCB board. The PCB board circuit is fully functional with use of rainbow wire.
- Eighth, I fabricated a 3D printed model of the case. Then sanded and acetone vapor deposition the case to make it smooth.
- Nineth, I added the PCB circuit into the case to create the finished and fully functional handheld GyroSnake game device.