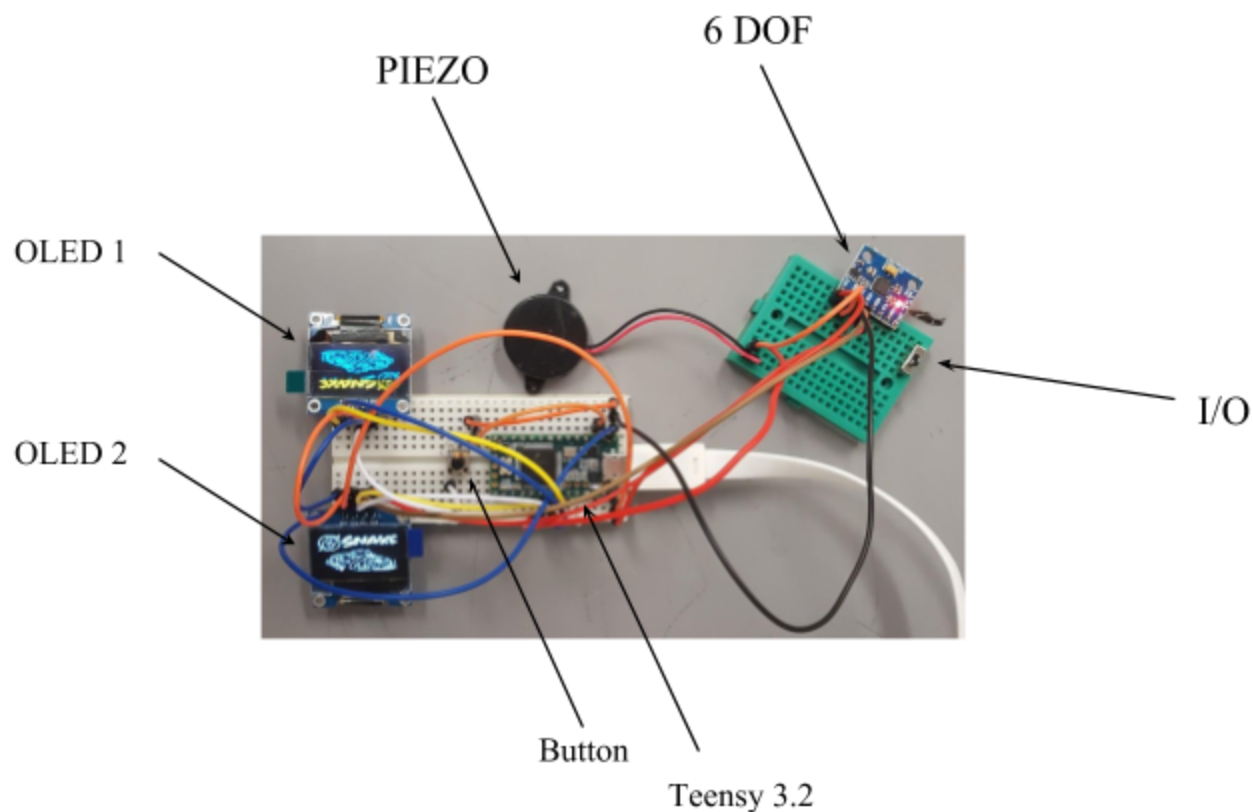


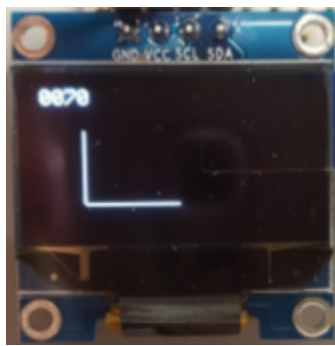




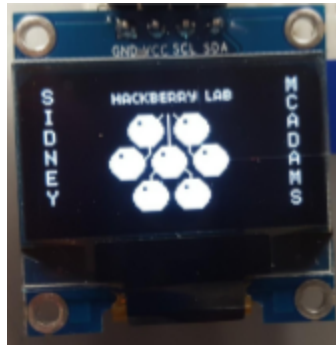


FUNCTION PROOF

Functional Breadboard



			
SPLASH SCREEN	MENU SCREEN	ORIGINAL SNAKE SCREEN 1	ORIGINAL SNAKE SCREEN 2

			
ADVANCED SNAKE SCREEN 1	ADVANCED SNAKE SCREEN 2	HELP SCREEN	ABOUT SCREEN

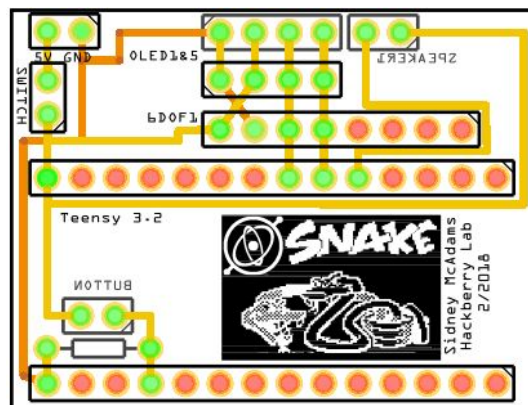
There are a good amount of differences in the physical proof of my device to the proposed concept of it. The splash screen has alterations to the image and an addition of a gyroscope clipart image. This represents a title of GyroSnake. I created these alterations through Photoshop (thanks be to Photoshop). The menu screen is fairly simple from the proposed concept except for the + symbol instead of a □ symbol. It is easier to use the + symbol in coding this screen, because doing the □ symbol will require a graphic and more lines of code. I decided to remove the borders shown in the function screens of the proposed concept. The scores and lives shown will be the same in the physical proof. I am sure that the snake, walls, and special items will be depicted differently. The help screen was changed in that the line indicated how to turn the device on and off is now removed and the separation of lines has been eliminated. I did this edit, because I wasn't able to fit all the text I wanted in the help screen. The information about how to turn the device on and off isn't needed. The about screen was greatly altered. It is unique, like the splash screen, giving it the feel of programmer's touch. I made sure to include Hackberry Lab's logo as an abetment to the project.

Hello World Software

These are the different software libraries I used to help in programming my device:

- Adafruit GFX Library
- Adafruit SSD1306 Library
- FreeIMU Library
- ToneAC

PCB Design



PCB Paper Test

