**Arduino Planning**

*~~Rev. 0 – 4/5/2024 – Created~~*

**Rev. 0 – 4/5/2024 – Imported 30 Day Lost in Space Reload**

**30 Day Lost in Space – Have Kit**

* Find Kit
* Upload Old Notes
* Restart Course
* Develop Schedule

**30 Day Lost in Space Reload**

**Rev. 0 – 10/23/24 – Created Reload**

**Transferred to git and GitHub**

PDCA

Plan

Skim intro and AI

Determine and Configure tools and git

Plan Sequence

Do

Map Plan and Files

Begin plan

Check and Act

Use personal Agile Scrum

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A screenshot of a survey

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Start Here!

Ignore only if you hate learning

Optional: How to make your own

personal "Astrid" Al Assistant for the

Course

Bonus Training

Readg for more projects? (E-Books And

Intense Training Video)

Breadboard Explained

How NOT to break your HERO Board

HERO Board Anatomy

Voltage, Amperes, Wattage

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Community Projects

What is this section? + how can I

contribute?

3d printable control panel by Dltd

3d printable control panel by Catfishl

30 Days Lost in Space PDF Guide by

Linda

Printable Quiz Questions by Alex

2 hour competition version of 30 days

lost in space by Alex

3D Print Greg's Control Panel Yourself!

Daily Broadcasts

Day O: Prologue

Day 1: Incoming Broadcast from

InventrCorp

Day 2: It's really dark in here...

Day 3: I'm worried about your battery

levels

Dau 4: C

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Day 4: Cabin Lighting

Day 5: Creative Day #1

Day 6: Time to fix the battery

Day 7: We still need to keep an eye on

this

Day 8: Adding some color to this dark

place

Day 9: A better way to do things

Day 10: Creative Day #2

Day 11: Starting your control panel

Day 12: Can you hear us?

1 Topic

Day 13: HERO Security 101

Day 14: Advanced security panel

Day 15: Creative Day #3

Day 16: A fancy new display

Day 17: H jyfwapj tlzzhnl

Day 18: The surface seems so much

closer

Expand

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Day 19: New Horizons

Day 20: Creative Day #4

Day 21: Hello New World

Day 22: Display Panel Details

Day 23: Launch System

Day 24: Back to Orbit

Day 25: Creative Day #5

Day 26: HERO\_AUTOPILOT.EXE (Fun

W/Bitmaps)

Day 27: HERO\_AUTOPILOT.EXE Part 2

Day 28: Landing Gear

Day 29: Landing Gear Part 2

Day 30: Home Sweet Home! (Mission

Complete!)

BONUS: "No Code Coding Challenge"

No Code Coding Challenge -

Introduction

No Code

art 1

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Day 30: Home Sweet Home! (Mission

Complete!)

BONUS: "No Code Coding Challenge"

No Code Coding Challenge -

Introduction

No Code Coding Challenge - Part 1

No Code Coding Challenge - Part 2

No Code Coding Challenge -

Part 3

No Code Coding Challenge - Part 4

No Code Coding Challenge -

Part 5

No Code Coding Challenge - Part 6

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