

CSC PROJECT

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OVERVIEW

Using the Raspberry Pi and GPIO, we created a game in which the player has to turn on all 9 LEDs in a grid. The game gets progressively more difficult as it continues.

POINTS TO NOTE

CONSTRAINTS
Time, Materials,
Procrastination



DEPENDENCIES:
Good Coders

MATERIALS

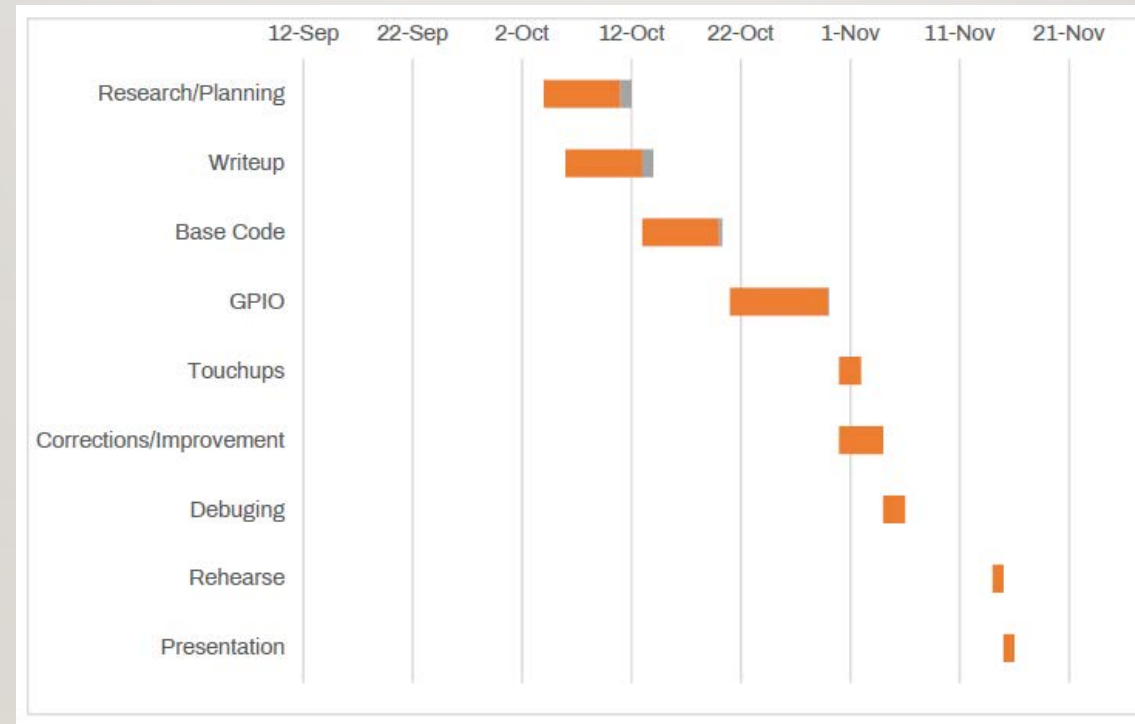
- Plywood - \$6
- Nails - \$1.75
- LEDs - \$3
- Wires - \$1.25
- Blood, sweat and tears – Free



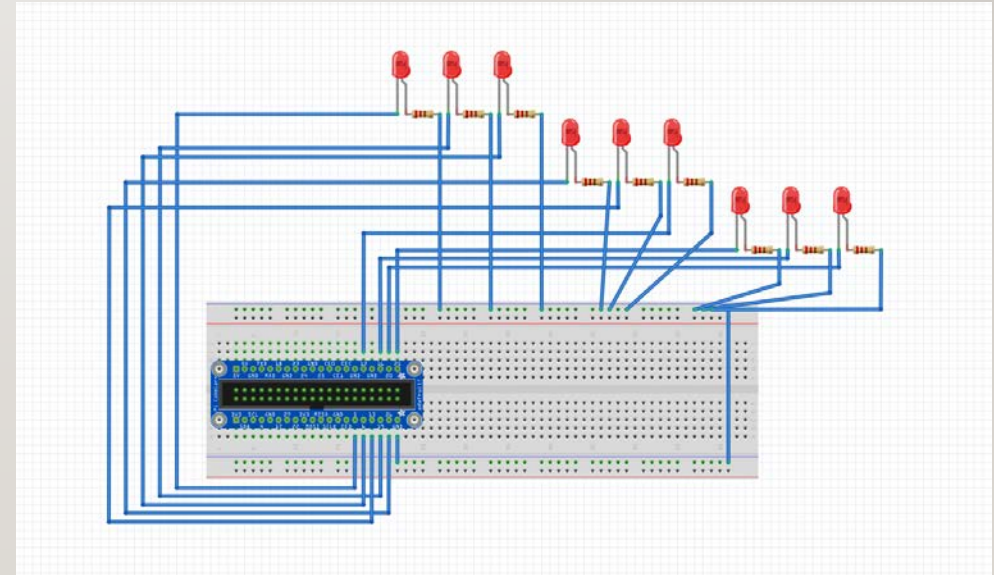
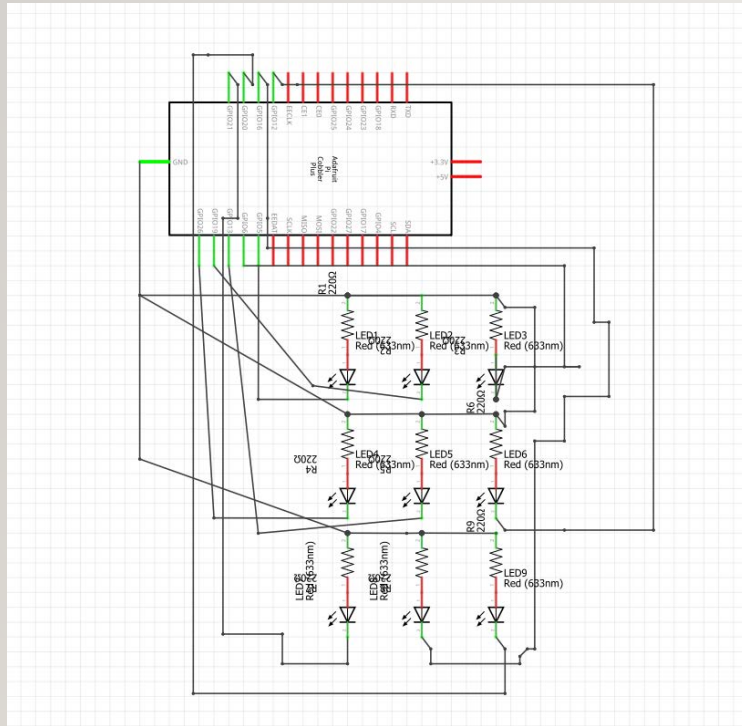
POSSIBLE IMPROVEMENTS

- Each challenge opens in a new window; would be better if they could overwrite the same window
- Each time the “Quit” button is pressed, Python asks if it’s okay to terminate the program
- More difficult challenges/more LEDs as the player progresses

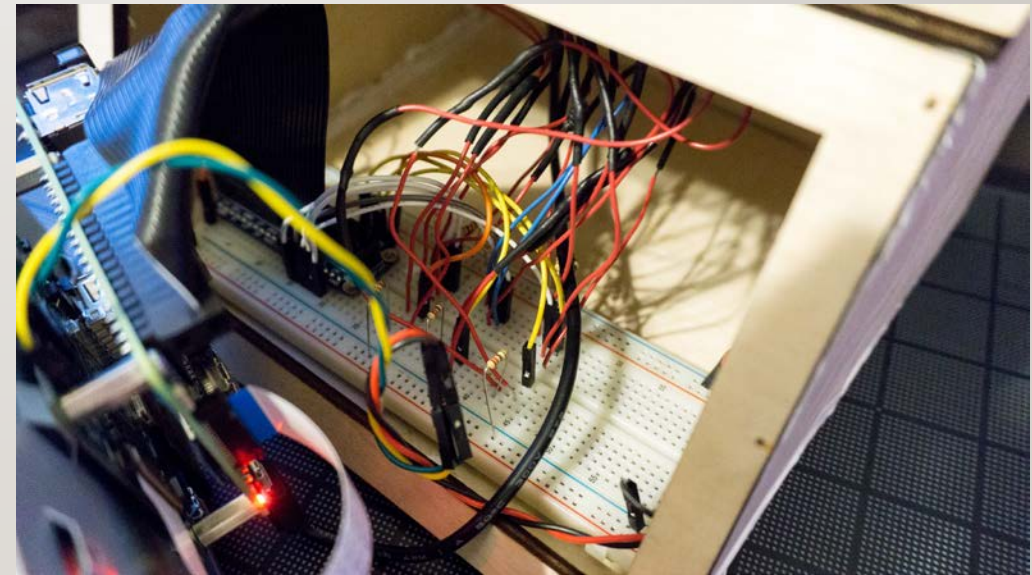
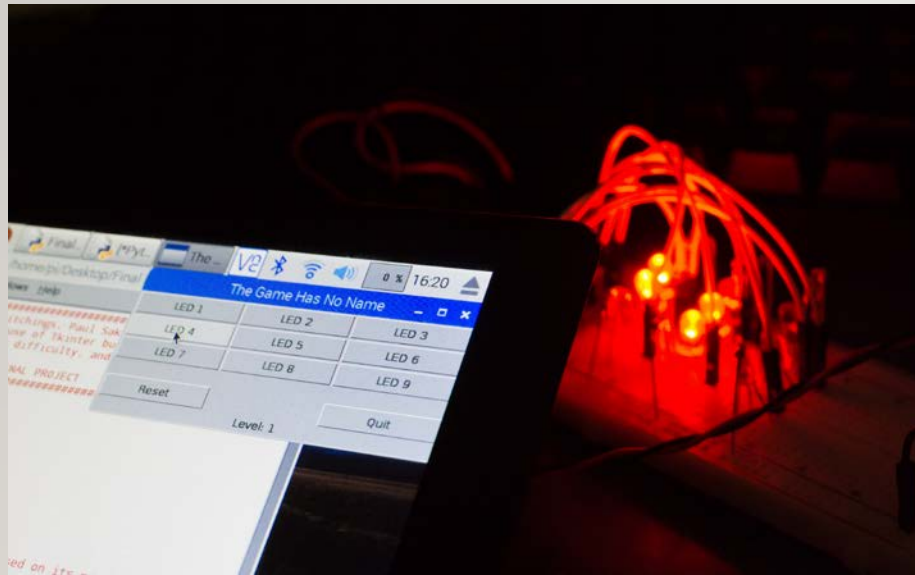
GANTT CHART



FRITZING DIAGRAMS



PICTURES



DEMONSTRATION

