

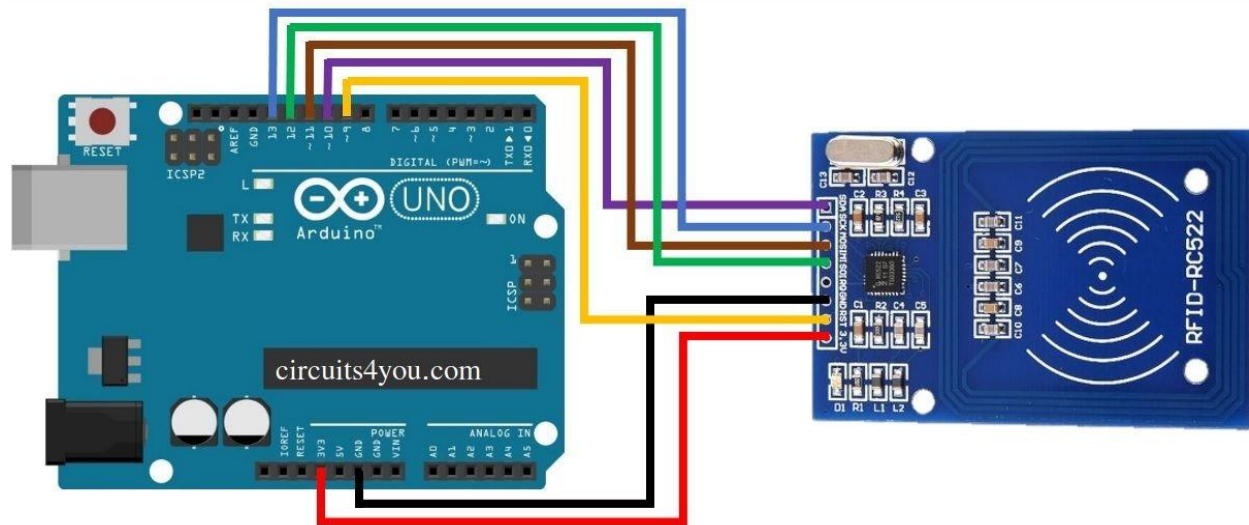
Contact Luigi at [Luigi@thatindiastudio.com](mailto:Luigi@thatindiastudio.com) for any questions or assistance

### Equipment

- Arduino
- RFID Tags - I used these -  
[https://www.amazon.com/gp/product/B07P6WZ1JX/ref=ppx\\_yo\\_dt\\_b\\_search\\_asin\\_title?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B07P6WZ1JX/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1)
- RFID-RC522



### Equipment Setup



## Software Setup

### RFID Setup

You will need to write data to the various RFID tags. I have included 2 arduino projects in the ArduinoFile. One for writing data and one for reading.

For writing, open the writing file and look for this snippet

```
void setup() {  
  Serial.begin(9600); // Initialize serial communications with the PC  
  SPI.begin(); // Init SPI bus  
  mfrc522.PCD_Init(); // Init MFRC522 card  
  Serial.println(F("Sketch has been started!"));  
  // Put your word here that matches the image file name  
  memcpy(buffer, "Broccoli", 16);  
}
```

Change the word "Broccoli" to whatever you are using. Please remember the capitalization, as this will matter later. Push the code to the arduino and go to serial monitor. Tap your RFID tag to write the data to it. Continue this until you have all the ingredients you would like.

For reading, open the reading file and push it up to the arduino. Also grab the Com port that it is using.

### Software Setup

Go to Game\RFID Ingredient Game\_Data\StreamingAssets\Ingredients  
Drop Square images of ingredients and make sure the name of the file matches the same name that you used for the RFID tags and make sure it is a PNG file

Com Port setup. Go to Game\RFID Ingredient Game\_Data\StreamingAssets\Setup and open the comPortSetup.json file and put the com port there

### Launch the game!

Game\RFID Ingredient Game.exe