## TD 4 - BONUS

## Rock, Paper, Scissors

## **Hardware** (not exhaustive):

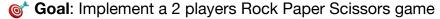
- 3 Arduino (UNO) (1 I2C Controller, 2 I2C Peripherals)
- 1 LCD Screen
- 7 buttons
- 2 LEDs

## 1. Rock Paper Scissors 👊 🖐 🤞











- 1. The I2C Controller (Arduino) is the game controller
- 2. The I2C Peripherals (Arduino) are the inputs, one per player
- 3. The LCD Screen is wired to the game controller
- 4. Each Peripherals Arduino has 3 buttons, one per option (rock, paper or scissor)
- 5. The Game Controller has 1 button to reset the game
- 6. Game steps
  - 1. The Game Controller displays (LCD) a countdown, letting each player make a selection of what to play
  - 2. At the end of countdown, results are displayed on the LCD screen
  - 3. An LED blinks on the winning peripheral
  - 4. If the button on Game Controller is pressed, a new game starts (step 1)

