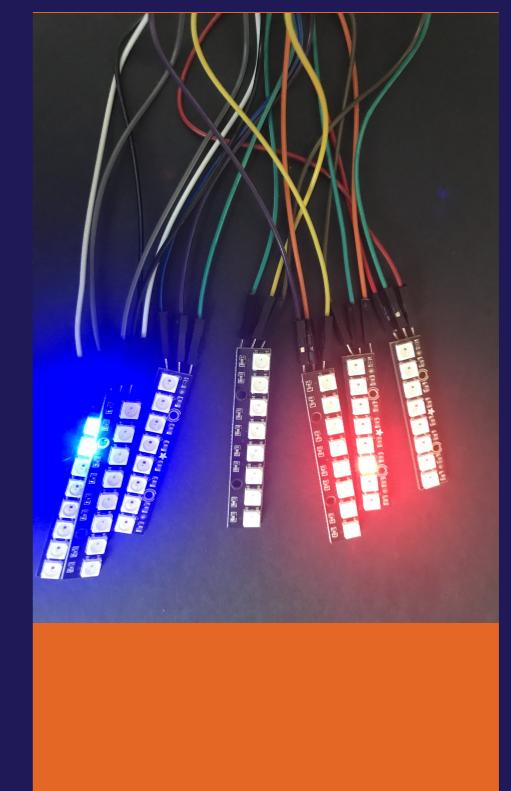
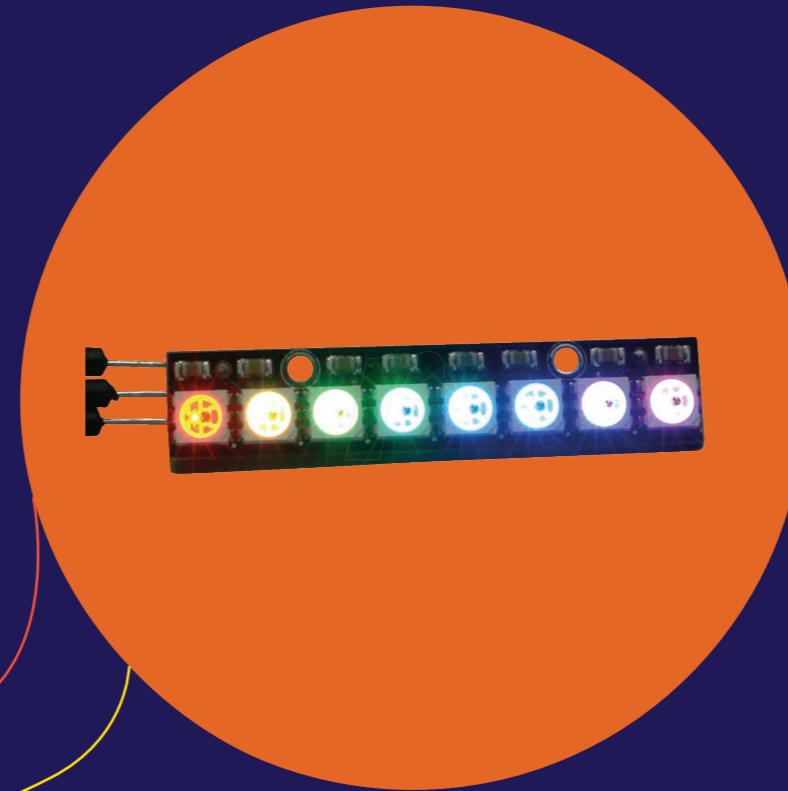
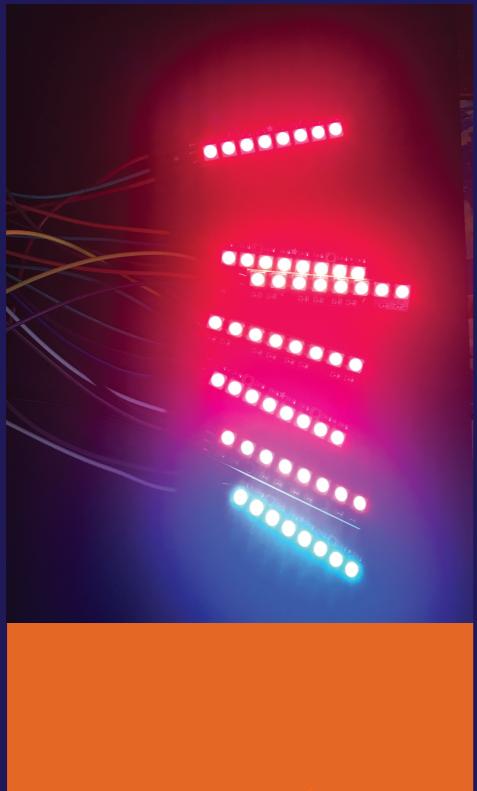


LEDSTICKLIB



THE LIBRARY I MADE FOR THE IPASS PROJECT IS LEDSTICKLIB.
LEDSTICKLIB IS A LIBRARY DESIGNED FOR A 8X50 WS21812 LED STICK.
IN THIS LIBRARY YOU CAN SET BASIC FUNCTIONS ON A LEDSTICK SUCH AS TURNING A PIXEL ON AND CHANGE THE COLOR OF THE PIXEL.
BUT YOU CAN USE SPECIAL FUNCTIONS SUCH AS MAKING A PIXEL BLINK.

DOOR: TOBIAS VAN DEN HOOGEN

THE OTHER LIBRARY I MADE IS LEDSTICKS AND HAS FUNCTIONS BASED OF LEDSTICKLIB.
THE ONLY DIFFERENCE BETWEEN LEDSTICKS AND LEDSTICKLIB IS THAT THE PURPOSE OF LEDSTICKS IS TO CONTROL MULTIPLE LEDSTICKS AT ONCE IN AN EASIER
AND MORE FLEXIBLE WAY.

THE APPLICATION I MADE IS CALLED CATCH. THE AIM OF THIS GAME IS TO CATCH RED BALLS WITH THE TWO BLUE PIXELS IN THE LEDSTICK BELOW.
TO START THE GAME PRESS THE MOST LEFT BUTTON AND TO CONTROL THE BLUE PIXELS YOU USE BOTH BUTTONS.
IF YOU MISSED 5 RED BALLS YOU LOSE AND THE GAME WILL RETURN TO WAITING MODE.

LINK TO GITHUB: <https://github.com/tobiasvandenhoogen/ledsticklib>