

projet-Electronique-Q1

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1 Report

1.1 Block Scheme

In order to implement our game we will use the block scheme in Figure 1.

During the game, the following steps are followed:

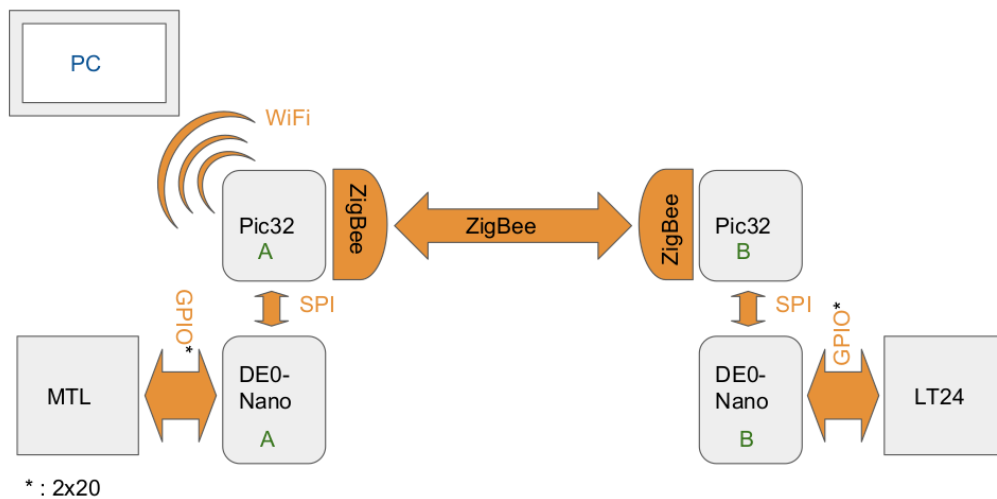


Figure 1: Complete block scheme

- Before the round:
 - A and B are independent. The DE0-Nano A communicate via SPI with the PIC32 A (resp. B).
 - A and B also communicate with their own screen.
 - A and B display a message mentioning that they are waiting the new round
 - When A received a message from user asking for a new round, A send this information to PC and B to start the new round.
- During the round:
 - A and B are independent.
 - A send message via WiFi to PC to update his behaviour.
 - When a new fight occurs, A send a message to B with information like pv etc.
- During a fight:
 - A send a message to be for the beginning of the round.
 - A and B start a timer (timerA and timerB). A start it when he send the message and B when he receive it.

- When A and B finish the fight, they each stop the timer and send it to the other user. The winner is the user with the smallest timer.
 - At the end of the fight, A send a message via Wifi to PC to update his behaviour
- **At the end of the round:**
 - A send a message to B and PC to advertise the end of the round.

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