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Final Integration Project Documentation

Project Description

In this project, I implemented a game in which a player has to open a safe in the fastest time possible. A picture of a safe dial is shown, and the player has to rotate this dial to get the key. To do this, a potentiometer is used as input and an LED light is used as output. The LED quickly lights up when a number in the key sequence is gotten. This is to notify the player that he/she is making progress in completing the key. The time taken to complete the sequence is the player's score. Below is a picture of how the game looks:

A picture containing text, hand, control panel

Description automatically generated

Below is a picture of the game setup with its controls-

A picture containing text, indoor, wall

Description automatically generated

Game Rules

* Before trying to get a number in the key you must START from ZERO
* Once you start from zero, be careful not to go past the number you are trying to get.If you do, you must start again.
* Turn clockwise to get a number and anti-clockwise to go back to zero.

Link to video showing the experiment

https://youtube.com/shorts/5qMOpYE4mpo?feature=share

Future developmen

A good way to develop this project is to get an input that continuously rotates unlike the potentiometer that has a limit. This way it feels more like a safe dial. Also, a more complicated opening pattern would make it more interesting. The graphics can also be made to look more like a safe. Basically, any change that would make the experience feel closer to opening a real safe is a good future development.