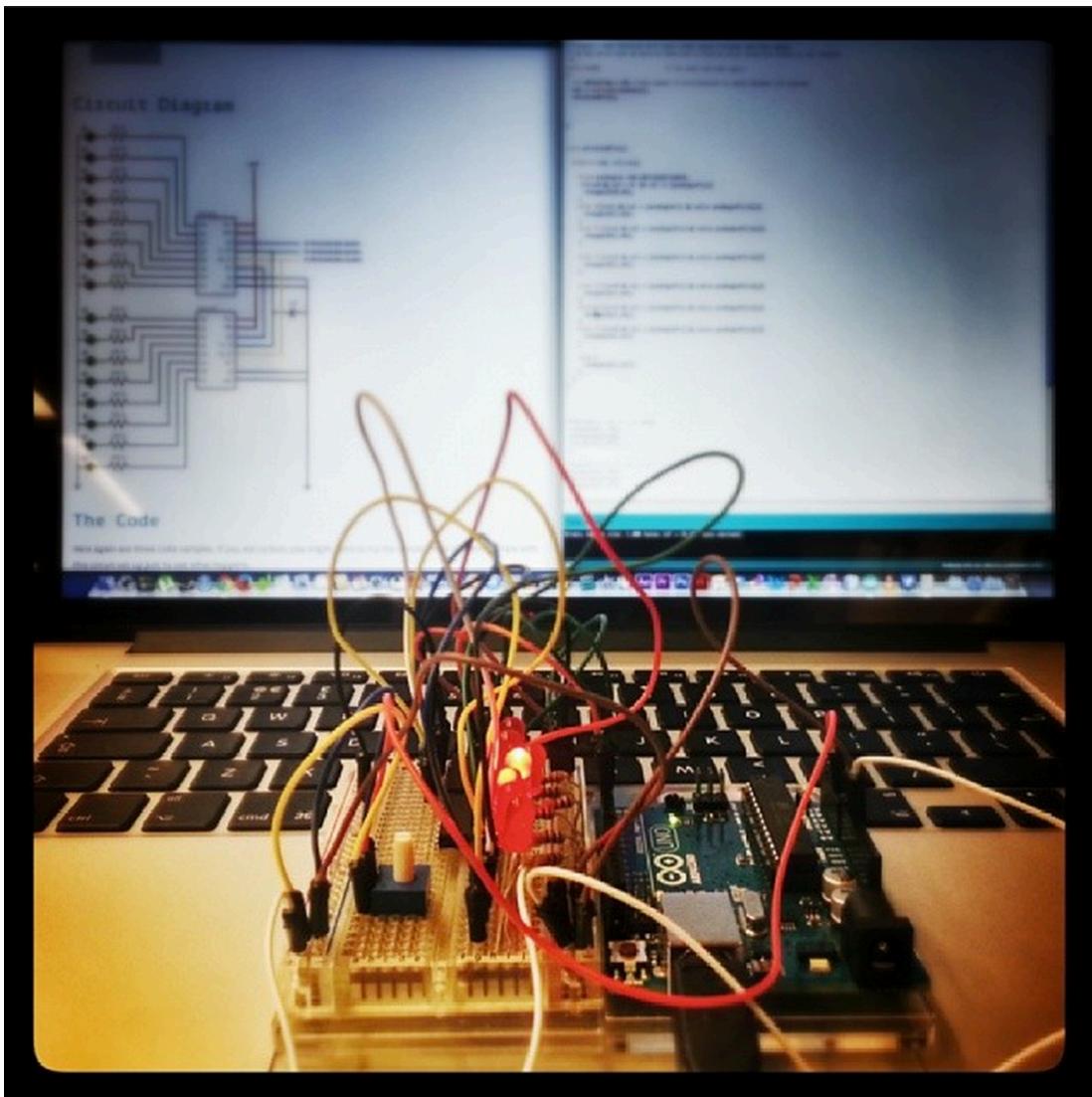


# Sink – A - Bank



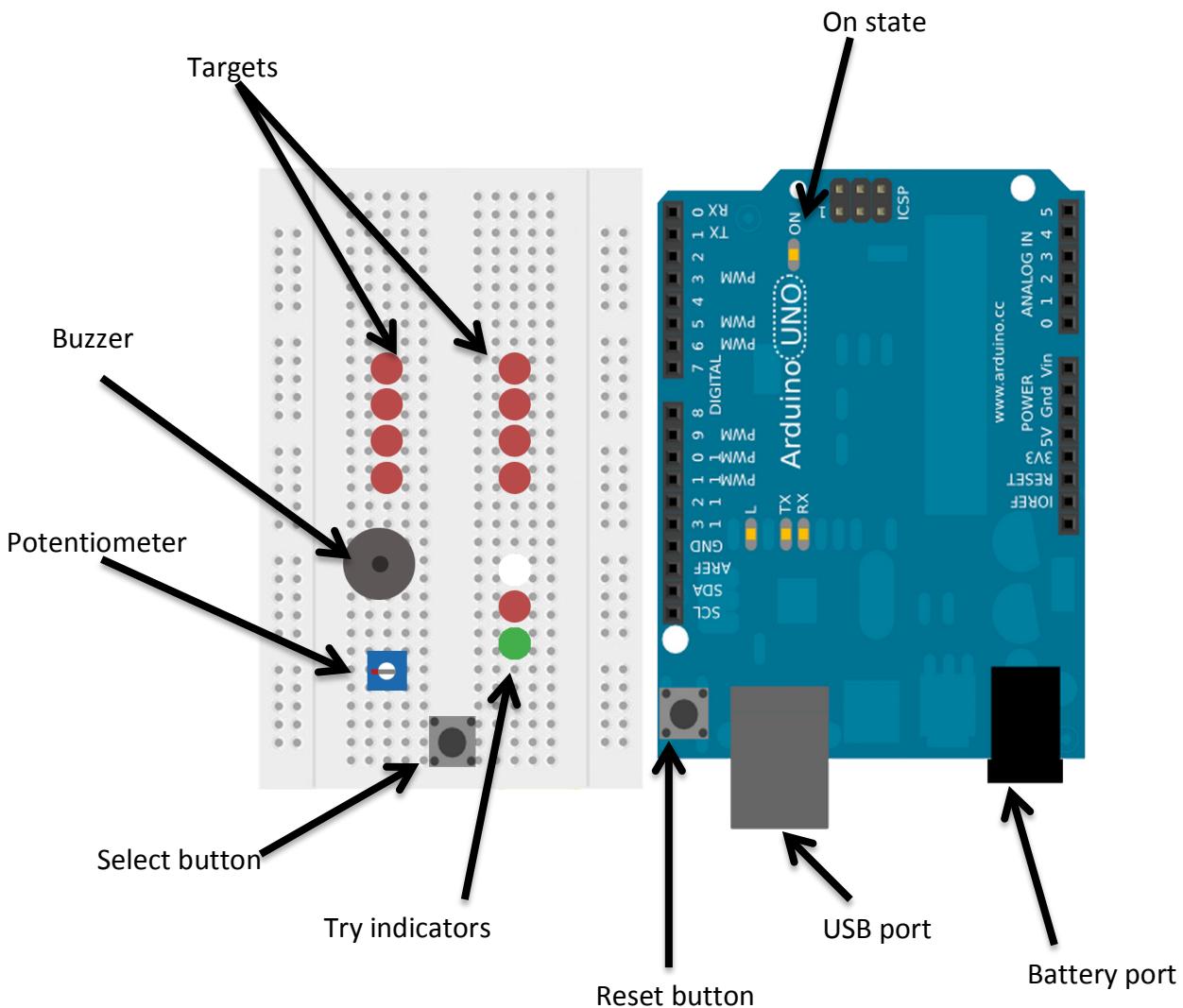
User Manual

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# Getting Started

Below you will see the layout of the game board with the Arduino chip, to be referenced throughout this guide (minus the wires of course):



# Setting Up

This game can be played either with or without the Arduino desktop application.

However the initial setup involves uploading the Sink-A-Bank code onto the Arduino chip:

1. Launch the Arduino application and open the “Sink\_A\_Bank.ino” file
2. Plug the USB cable into a USB port on the computer running Arduino and the other end into the port on the Arduino chip.
3. Once the cable has been connected select the ‘Verify’ button on the shortcut bar of the application.
4. Then click the ‘Upload’ button to send the code from the computer and onto the Arduino microcontroller.
5. Unplug the USB cable from both the Arduino and the computer

Now that the initial setup has been completed, you are almost ready to play the game.

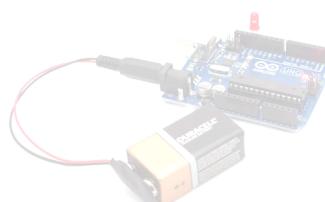
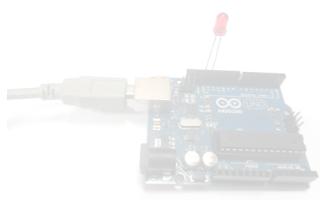
Whether you want to play it on the go using a 9V battery or on the computer with some additional feedback, follow these additional steps to ensure that you have a relaxing, interruption-free experience.

Play on-the-go:

1. Plug in a battery adaptor into the battery port of the Arduino at one end
2. Clip in a 9V battery to the grooves on the connector pins

Play with a computer:

1. Follow all the steps of the initial setup (steps 1-4)
2. Ignore step 5
3. Click the ‘Serial Monitor’ button on the shortcut bar of the application



# Playing The Game

So now for the big moment – it's time to play the game (text in **bold** are references to the game when playing with a computer):

1. Position the board with the potentiometer and select button corner of the breadboard on your side.
2. Listen out for the 4 beeps from the buzzer to recognize the start of the game.  
**Text will appear – “Let’s Play SINK-A-BANK!!!”. You will then be asked to enter a new guess.**
3. Using the potentiometer, scroll through the targets.
4. Once you have chosen the target that you would like to hit, press the select button.
5. The buzzer will play a waiting tune to build suspense. **Your guess will be displayed in the serial monitor window.**
6. The result of your choice will be displayed through the try indicator lights:
  - a. The red light will display if you have missed your target, accompanied by a negative melody. **Text will appear indicating that you have missed your target.**
  - b. The green light will display if you have hit your target, accompanied by a positive melody. **Text will appear indicating that you have hit your target.**
7. Proceed through steps 3-6 until you have hit 3 targets. You have an unlimited number of guesses. This game will test your short-term memory, how long can you remember the guesses that you have made?
8. The white light will light up indicating that you have won. A final melody will be played to indicate completion of the game. **Text will be displayed to indicate the win.**
9. Now that the game has been won and finished, it will restart automatically (carry on from step 2).