Leds – red blue, yellow, green

Buttons – red, blue, yellow, green

Wires – orange, greens, white, indigo, yellow, red

Breadboard

Arduino

Little orangy/red capacitors

Resistors

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 220 | Red | Red | Black | black |
| 110 | Brown | Brown | Black | black |
| 120 | Brown | Red | Black | black |
| 4k7 | Yellow | Purple | Black | brown |
| 130 | Brown | Orange | Black | black |
| 47k | Yellow | Purple | Black | red |
| 100 | Brown | Black | Black | Black |
| 330 | Orange | Orange | Black | black |

Black barell capacitors

1 Pot

3 Buzzers

2 Rgb leds

Whack a mole. Display a number.

Buttons

Pot

Buzzer

LEDs (RGB)

Outputs inputs

4 4

1 1

10 1

15 6

There will be 4 coloured LEDs with corresponding buttons.

The LEDs will light up randomly for short amounts of time. During the time that each led is lit, the program will check to see if the corresponding button has been pressed. If it was, the player gets a point and the buzzer ~~plays a high-pitched noise~~. If it wasn’t, the players score does not increment and the buzzer plays a low-pitched noise. As soon as the player presses the correct button at the correct time, the led turns off and the game continues. Otherwise the led stays lit until the delay is finished. Each round gives the player 16 chances to get a point. When the round is over, the LEDs flash together and a sound plays. Then the players score is displayed on the LEDs in binary. Maybe the buzzer could play a tune based on the score. If the player wants another game, they can press a button to restart.

The pot could be used as volume control.

Could display the score in binary on the game LEDs.