[Chess Timer](https://hackaday.io/project/7430-chess-timer)

Wireless chess clock, Who needs buttons when you can shake a ball :)

Wirelessly controlled chess clock, to save the motion of pressing a button: you save time, you save energy, and it looks cool... Just kidding.

Recently i have joined a chess club at the google campus meetups, and as fitting for a meetup at the google campus you need to make something different. So figuring that i have already made a cool setup with my "Smart Juggling Balls": (<https://hackaday.io/project/5466-smart-juggling-balls>), and using the concept of interactive game of my other project, "ShakeIt" (<https://hackaday.io/project/6039-shakeit>). I have ended up with my current design of a chess clock.

As you can guess already, you shake the ball instead pressing the regular buttons off the clock. And because buying a chess clock just to hack it, is a little expensive i have decided to make my own design of a chess clock. (actually i think hacking a standard chess clock would have been a cheaper setup, but definitely much less cool).

So for my own design i have decided to go for a different time indication by using two digitally addressable LED rings (each ring with 16 pixels). and to wrap it all up ended up with a Lizard`s \ Robot`s Head for the clock, as you can see in the images :).

So basically i have ended up with 2 juggling balls and a lizard`s head, when you shake a ball the opponents time is starting to get down, The amount of LED`s on, indicates how much time is left. and while it is your turn the ball is also colored, RED and Blue for each opponent, and Green for when it`s not your turn. (The video demonstrates it better).

For setting the time, Displaying the exact time left, and other setting`s i am using bluetooth module in the lizard`s head to communicate with a standard smartphone app wich streams data over bluetooth.

All of the sources (Codes, PCB, STL`s) are available on Github and on Thingiverse. You are welcome to make your own wireless chess clock.

Enjoy.