Ashley

Art 385

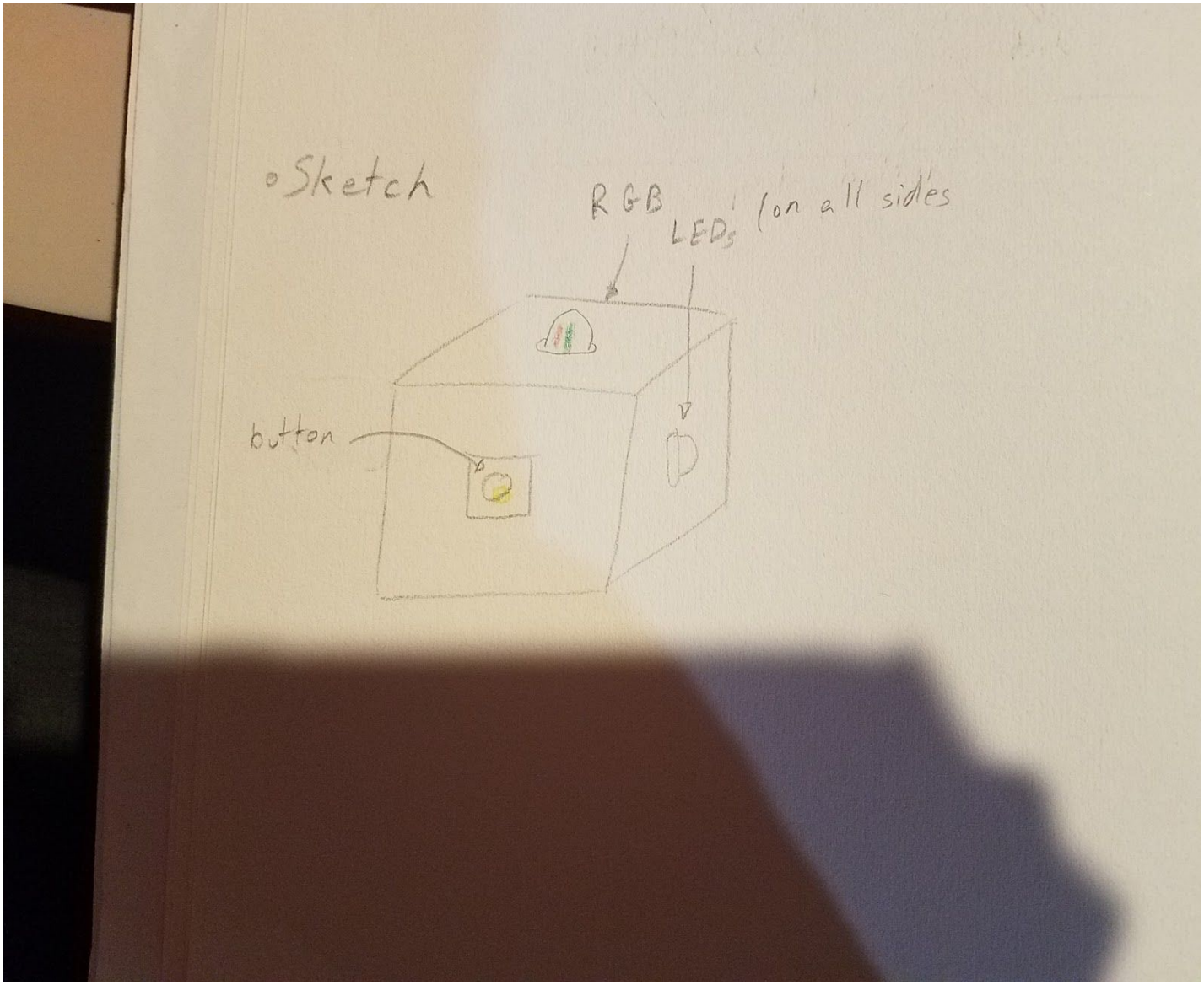
Project 2

7 April 2020

Assignment:

The goal of this project is to create an interactive and responsive system that incorporates basic coding skills with hardware. At a minimum there should be two inputs and two outputs that create a consistent aesthetic, cohesive and working coding, and skill exploration.

Sketch:

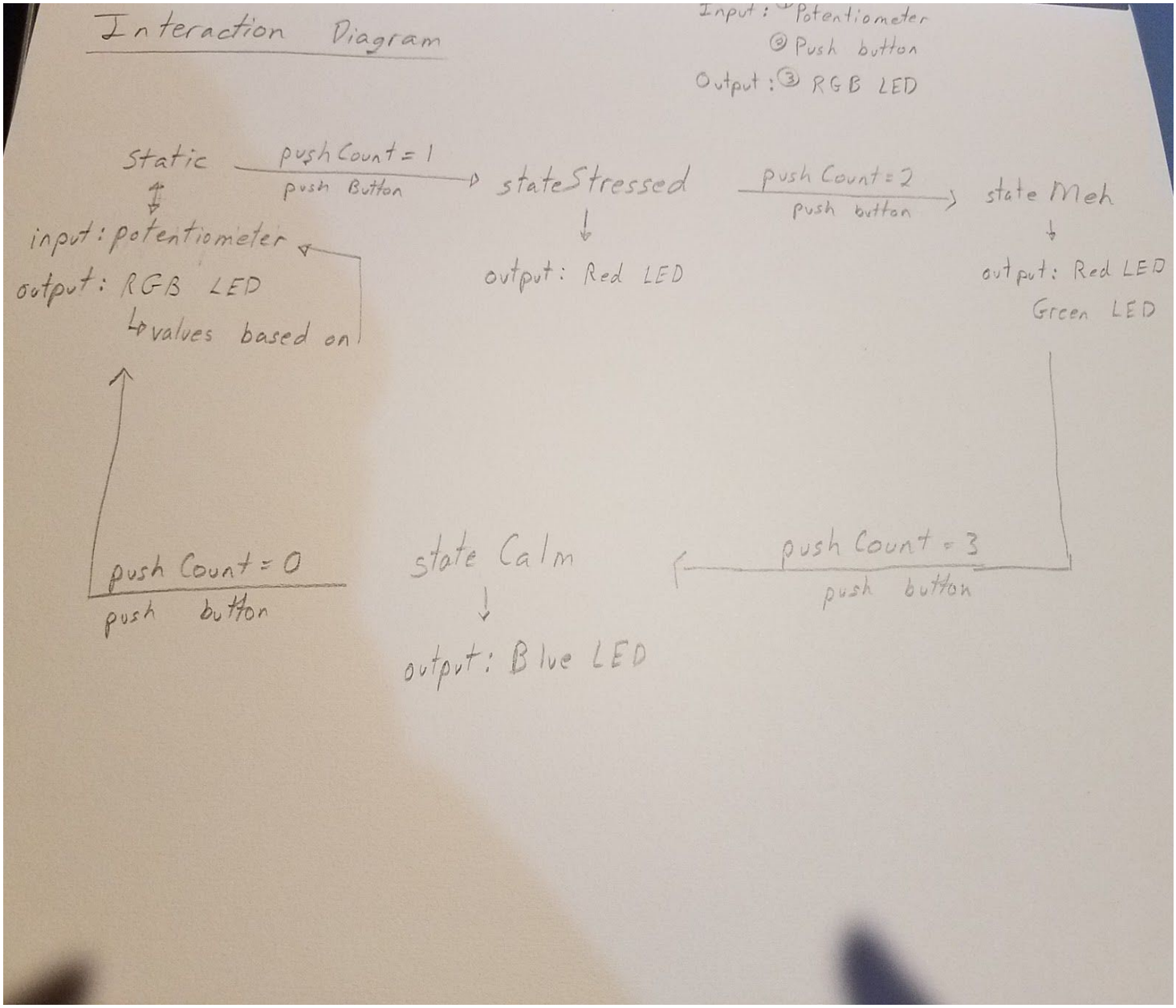


Description:

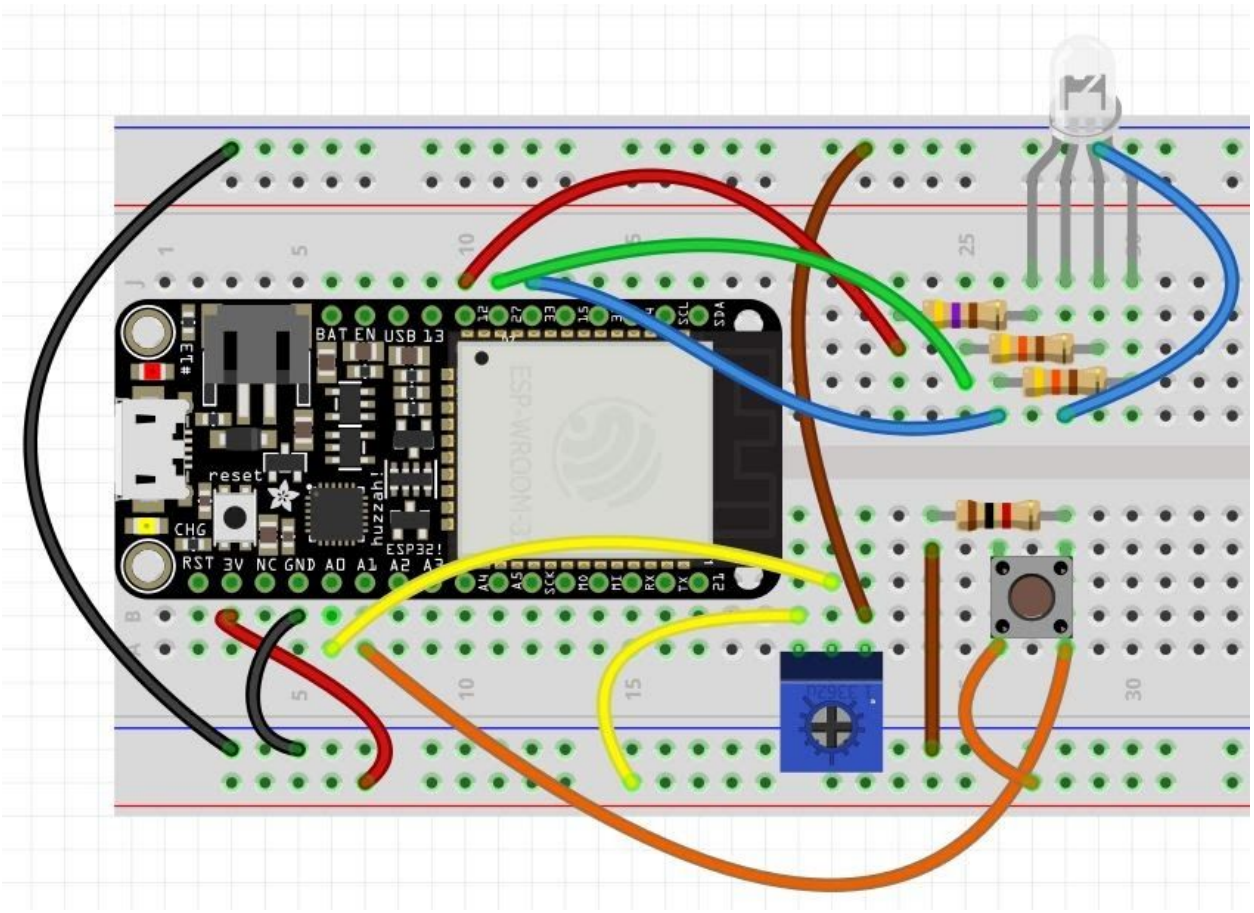
The overall concept of this project is to provide an interactive calming tool for anyone with anxiety or a pain management aid. There will be four different states ranging from default, to stressed, moderate, and calm, that are selected by a user pushing a button and activating an internal counter. Each state will light up and fade a specific LED color based on a timer that the

user will then try to focus on and match their breathing. Besides the LED element, the potentiometer can be used to adjust the RGB values when in the default state.

Interaction Map:



Schematic Diagram:


BAT EN USB 13
reset
CHG
RST 3V NC GND A0 A1 A2 A3
huzzah!
ESP32!
SCL
SDA
ESP-WROOM-32