

Open the Arduino IDE

Connect the RedBoard to a USB port on your computer.

Open the Sketch:

File > Examples > SIK-Guide-Code-master > **SIK_CIRCUIT_4C-DIY WHO AM I**

Select **UPLOAD** to program the sketch on the RedBoard.



WHAT YOU SHOULD SEE

The game begins with the category of words, then runs through a short countdown. When the first round starts, the word to be guessed is displayed at top left, and a countdown starts in the bottom right. Each time the button is pressed (before the timer expires) a new word is displayed. If you win or lose, a short song will play.

PROGRAM OVERVIEW

1 Generate a random order for the words to be displayed.

2 Show the starting countdown on the LCD.

Start a loop that will run 25 times (there are 25 words total). For each round:

A: Print the round number and the word to be guessed.

B: Display a countdown timer in the lower right-hand corner of the screen that counts down the time limit for each round.

C: If the time limit runs out, play the losing song, print “Game Over” and show the player’s final score.

D: If the player presses the button before the time limit is up, advance to the next word.

4 If the player gets through all 25 words, play the winning song and print “YOU WIN!”