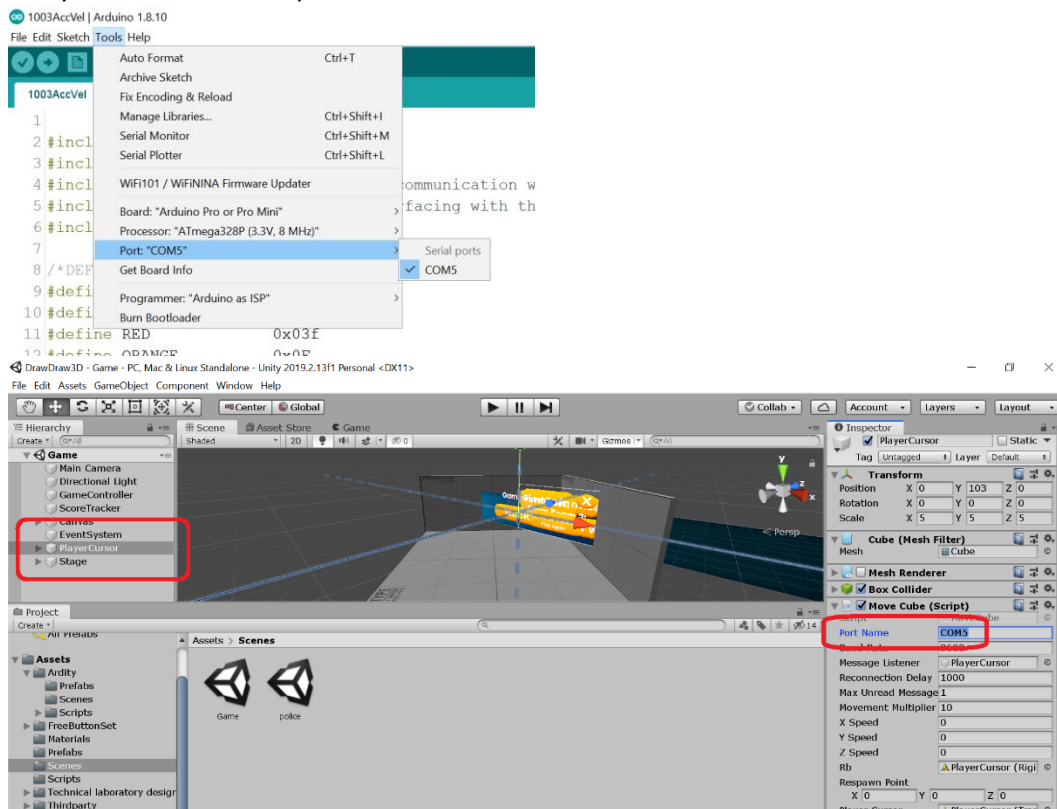
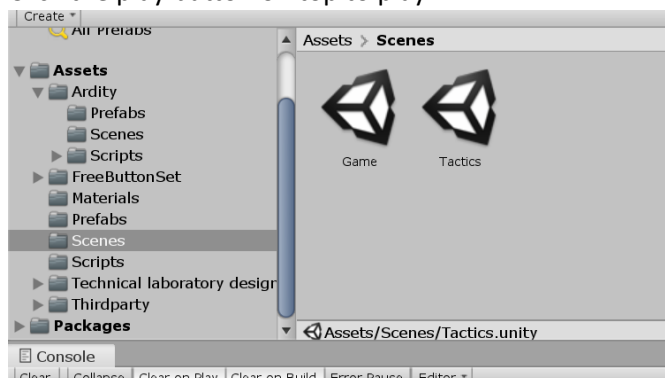


- Our Project uses the following:
 - Arduino
 - Codes are in '1003AccVel' folder
 - Edited from the example sketch found here: https://learn.tinycircuits.com/Sensors/Accelerometer_TinyShield_Tutorial/
 - Unity
 - Codes are in 'DrawDraw3D/Assets/Scripts' folder
 - Given TinyCircuit parts + Accelerometer
- To run the program, make sure the Arduino file is uploaded to the TinyCircuit
 - Take note of the COM port used, as it is required in Unity to transfer data. If required, edit the value in Unity to match what is specified in Arduino.



- There are two scenes users can play with
 - With Unity open, navigate to the 'Scenes' folder
 - Double click on a scene to open it ('Game' or 'Tactics')
 - Click the play button on top to play



- The physical connection of the TinyCircuit to the computer
 - To align with Unity's scene, the screen display and the USB cable should be as such:

| | | |
|--------|------|-----------|
| Prev | Draw | USB Cable |
| Colour | | |
| Next | Undo | |