

EE445L – Lab11: Final Embedded Lab

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5/2/14

OBJECTIVES

EE445L- Lab8: Requirements Document

Harley Ross and Dalton Altstaetter

3/6/14

1. OVERVIEW

1.1 Objectives:

Our team decided to do a project that involves the user interacting with the system using an accelerometer. The purpose of our project is to better develop our skills using user inputs to and changing our outputs based on those inputs.

1.2 Roles and Responsibilities:

Dalton will develop the GPIO files and timer interrupts. Harley will develop the finite state machine and the higher level functionality of the system. We will develop the hardware and PCB together to better understand how to design the software. The clients of our project are the TA's and judges of the Open House.

2. FUNCTION DESCRIPTION

2.1 Functionality:

The system will produce outputs on a LCD that are based on the inputs that the accelerometer receives from the user. The outputs of the LCD will change according to the accelerometers measurements in acceleration and angles.

2.2 Performance:

The system will have to measure angles and forces made by the user, and then change the output quickly enough for the user to react to those new outputs.

2.3 Usability:

The output interface will be a LCD screen. The inputs will be the measurements read from the accelerometer. The inputs and outputs for our design will vary based on the cost of each.

3. DELIVERABLES

3.1 Reports:

The reports we will write are the Schematic, PCB Layout, Measurement Data, Testing Procedures, Testing Data, and Analysis and Discussion.

3.2 Outcomes:

3.2.1 Objectives

1-page requirements document

3.2.2 Hardware Design

Regular circuit diagram (SCH file)

PCB layout and three printouts (top, bottom and combined)

3.2.3 Software Design

Include the requirements document (Preparation a)

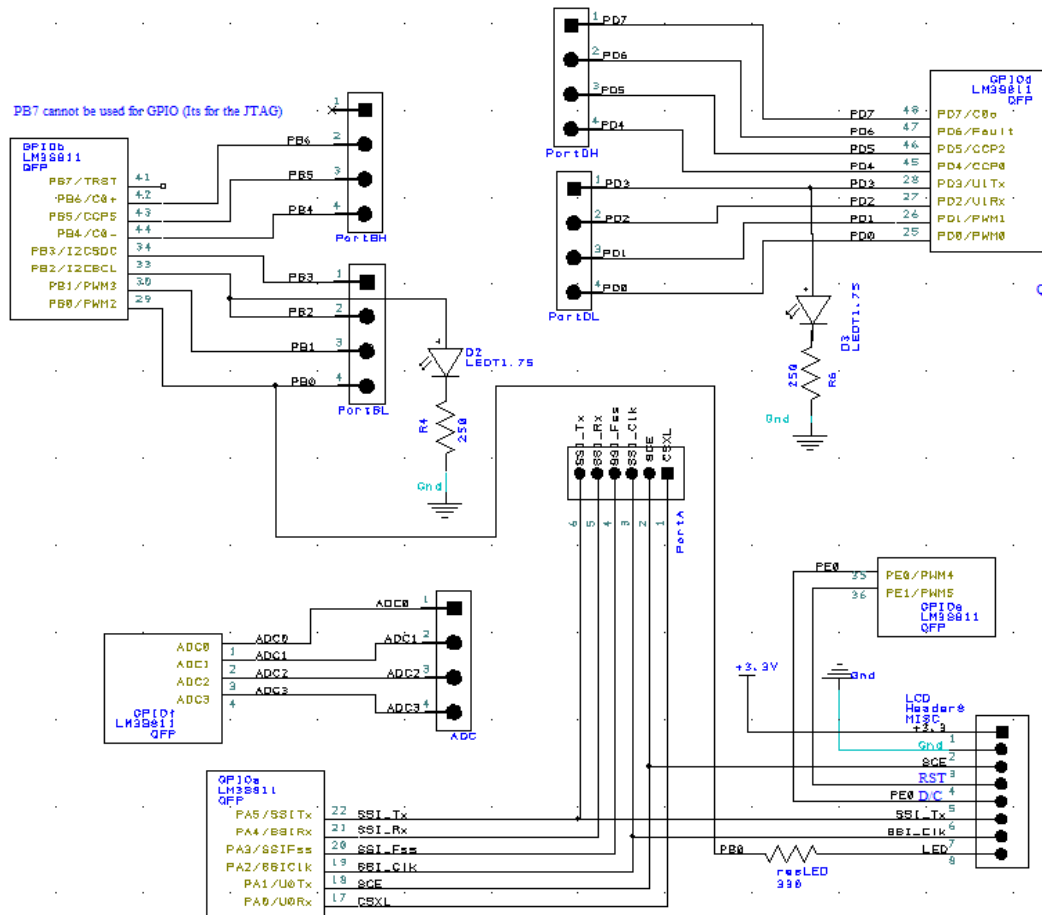
3.2.4 Measurement Data

Give the estimated current (Procedure d)

Give the estimated cost (Procedure e)

3.2.5 Analysis and Discussion (none)

HARWARE DESIGN SCH



The software to run the Nokia LCD used SSI0 to initialize and send signals to the LCD. From there, bitmaps were created to print an outline of the boundaries for the miniature golf course. This outline was copied to a two-dimensional array that holds all of the boundary locations and ball locations. The ball two dimensional array was reprinted to the screen to show ball movement. The moveBall function called for an X and Y vector component values. From those values, the ball would move up or down by one depending on the Y component and right or left depending on the X component. The function would keep reprinting the movement components became zero. If the position of the ball was near a wall, the function would reverse the direction of the ball to replicate bouncing. The function would also detect the hole where the ball user wanted the ball to go. If the ball's location was near the hole, the LCD would print the next level and restart the balls starting position.

ANALYSIS AND DISCUSSION

Our end goal for the project was to combine the accelerometer software with the LCD to create a miniature golf game. Our team split the work up between the LCD and the accelerometer to get the work done faster. Upon merging our code, our team found bugs with the merging that lead to problems with the LCD. Our PCB design has only one SSI port so we planned on having to reinitialize the ports every time we needed to switch between the accelerometer and the LCD. Our LCD ended up being shorted when the LM3S811 chip was soldered on. Because of this, our team was not able to complete our project using the PCB.