GARDENER PLANT CONCEPTS

OPTIONS:

ON SCREEN: 5

BASIL
ROSEMARY
PARSELY
MINT

TOMATOES
CARROTS
EGGPLANT
ZUCCHINI

CARDS:
  TITLE
  BG
  END

RESTART
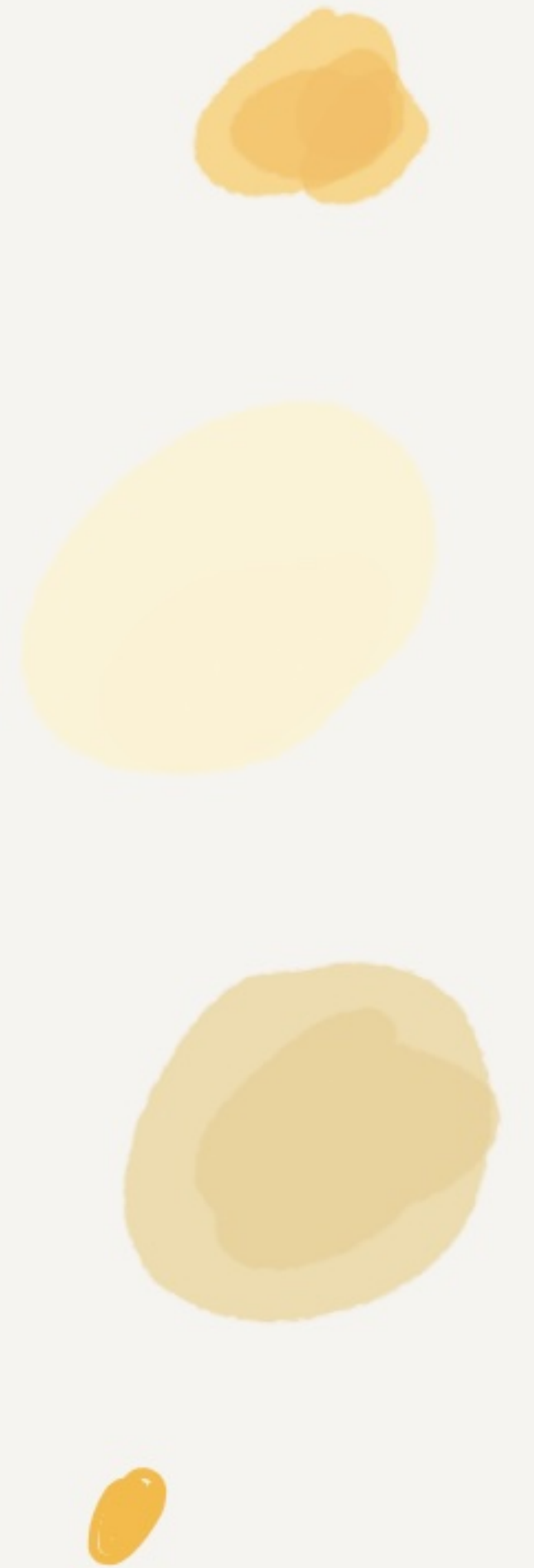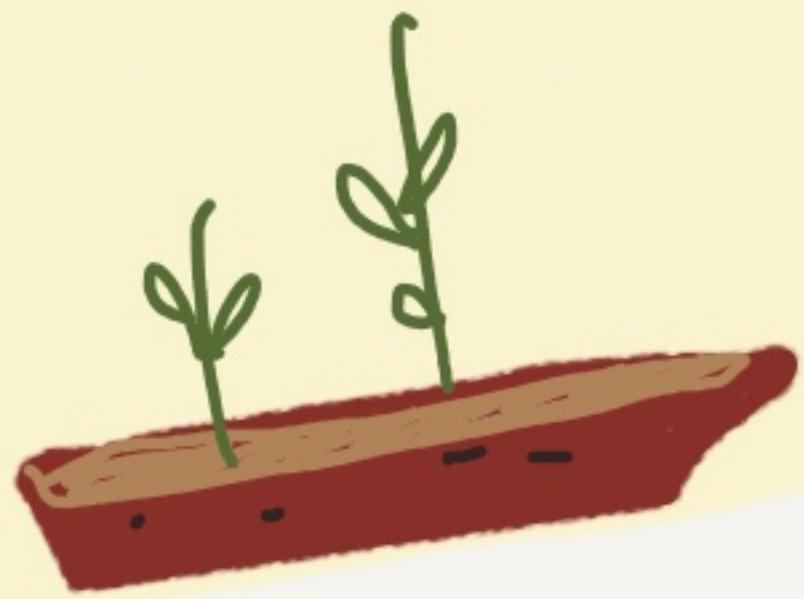
VGA BASE IMAGE CONCEPT

GARDENER

HERB COUNT:
0

VEGGIE COUNT
0

HERBS

CLOVER   BASIL   PARSELY   ROSEMARY   MINT

VEGGIES

MAYBE FOR NOW WE'LL
STICL TO IT BEING AN
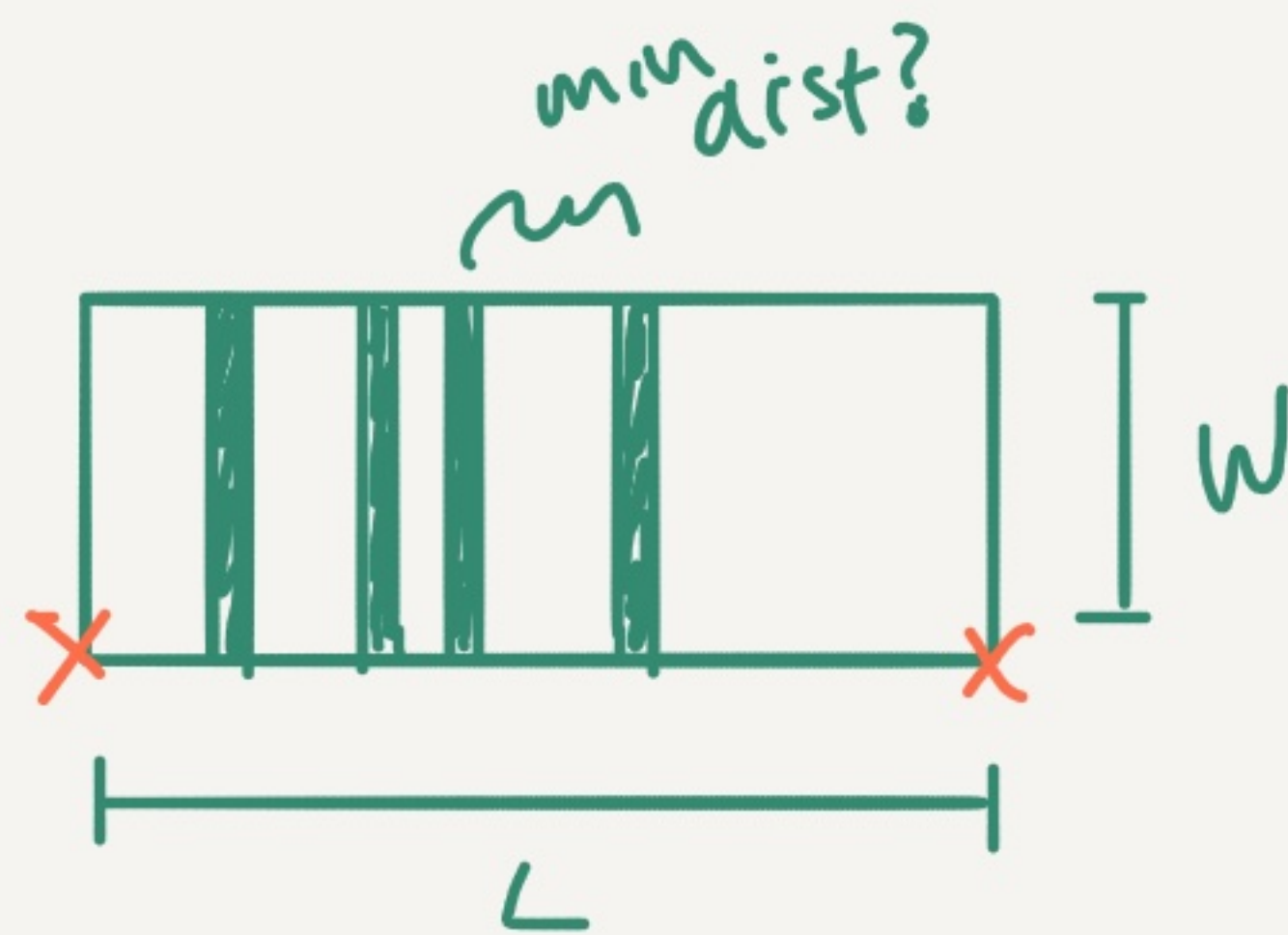HERB GARDEN...

PRELIMINARY
HERB
SKETCHES

TOMATOES   CARROTS   ZUCCHINI   EGGPLANT

MODULES TO IMPLEMENT

MODULE:	PROPOSED	CORE	INTERRUPT	DONE
VGA	X	X		
LEGO MOTORS	X	X		
SENSORS (STATE)	X	X	X	
C DATABASE	X	X		
TIMER	X	X		

USES:

    VGA: DISPLAY PLANTS SCANNED IN

X WE AREN'T USING TOUCH SENSORS TO INDICATE MOTOR TURNOFF SO WE'LL USE TIMEOUT

MOVEMENT OF SCANNER

min dist?

W

L

① MAKE A RECTANGULAR SCANNING CARD

SENSOR IS ALIGNED TO A FIXED START

OVERHANG ≈ 0.75"

L

② FIX A SET DISTANCE TO BE TRAVELLED

L

24pt GEAR
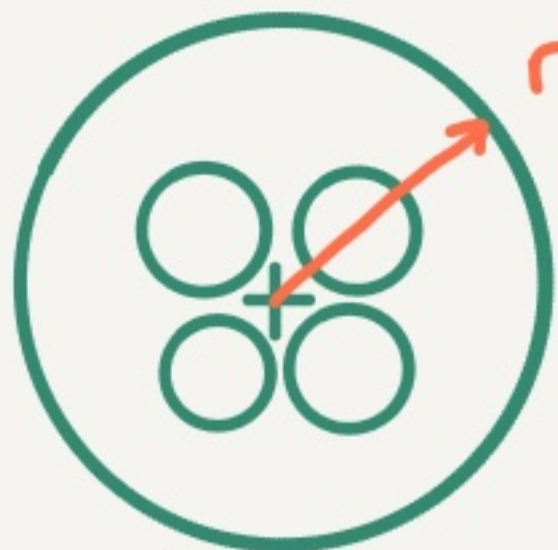
$r \approx 0.5"$ (MEASURED W/ RULER)
⇒ 1" CIRC

⇒

INTENDED PROGRAM FLOW

① START TIMER

THRESHOLD
INTERRUPT
↓
INTERRUPT
HANDLER
→ INCREMENT
COUNTER

!
!
!

INTERRUPT?

TIMEOUT! → IF INTERRUPT FROM TIMER:
CALL C DATABASE,
PASS COUNTER

r4 = TOT
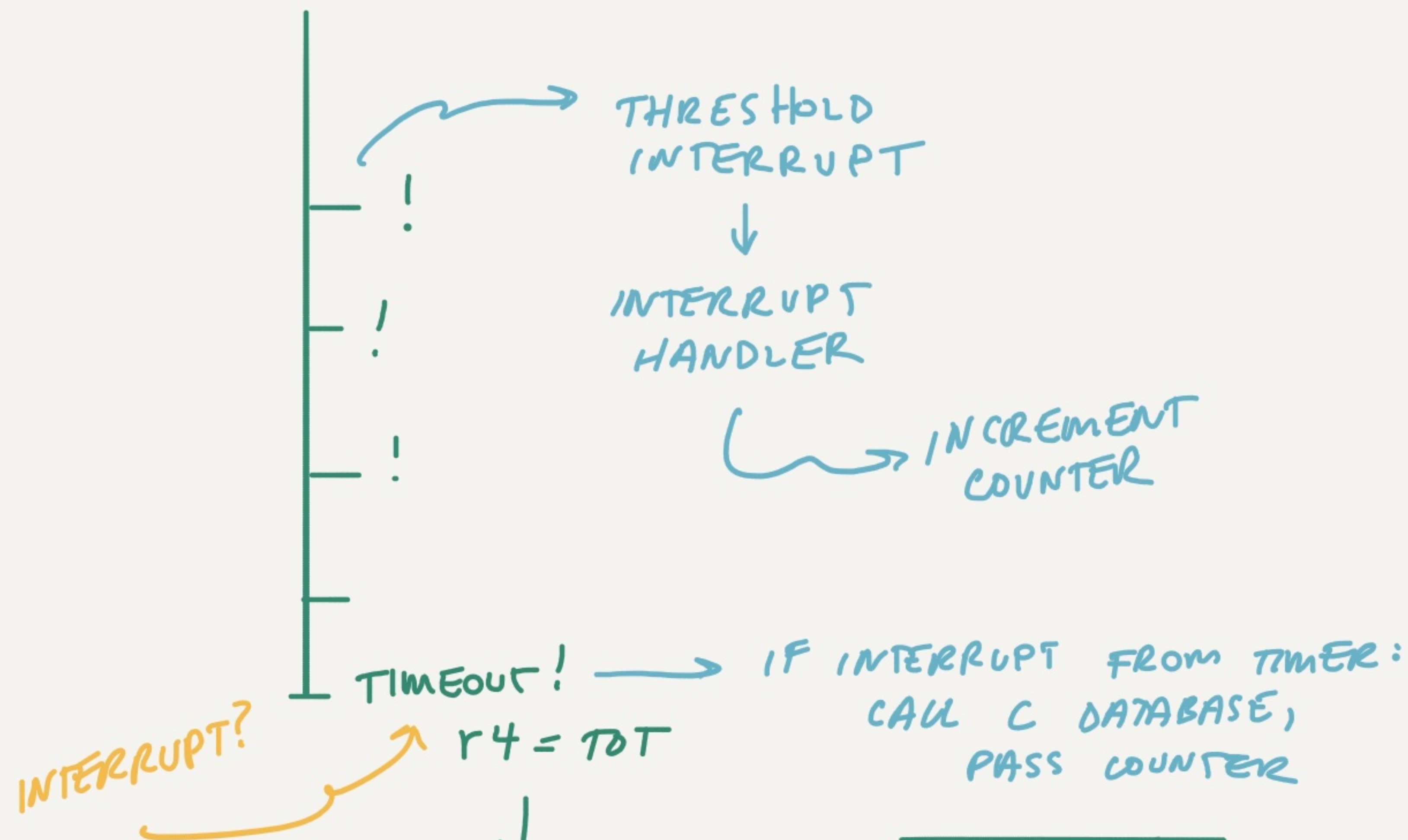
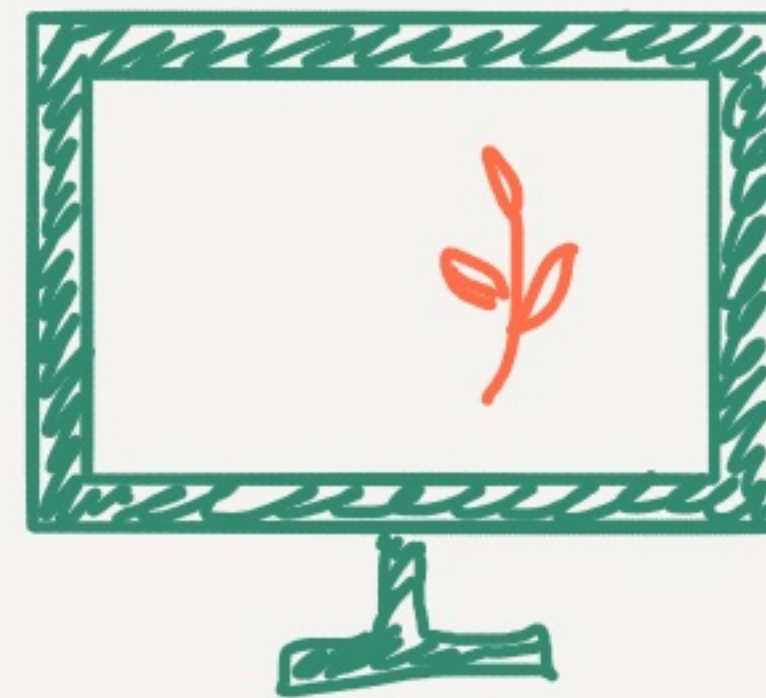② C DATABASE
STR COMPARISON
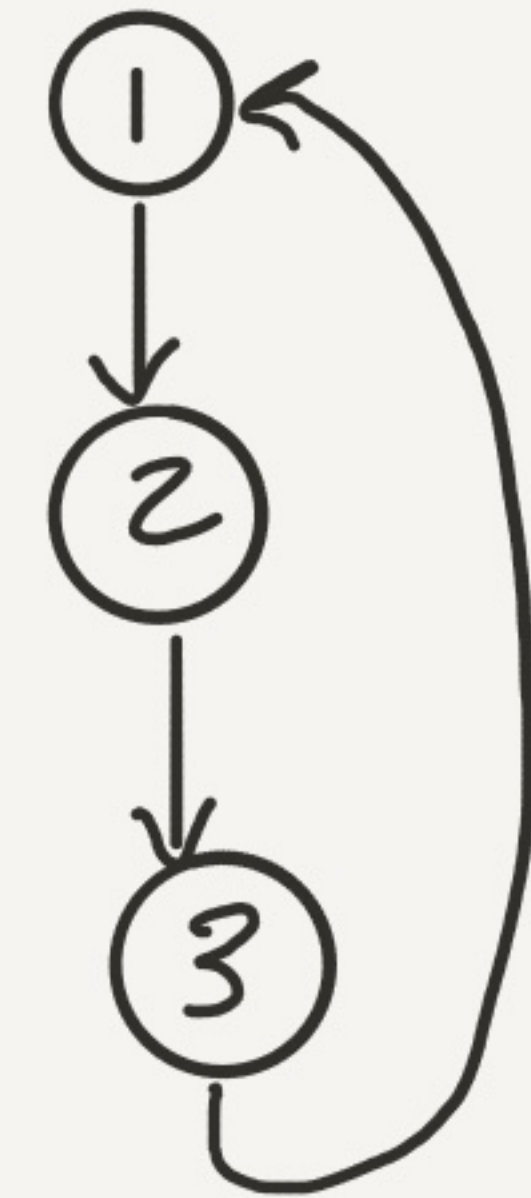
.bmp →

③

plant counter++
if (plant counter = MAX)
LOAD close_card.bmp

contains
a restart
prompt

① → ② → ③

LINEAR
LOGIC FLOW