

UART COMM



Micro ↔ Pi
↓ ↓
{ Power-On }

{ Wait for Pi } { PWR ON }

↓
⇒ Boot
⇒ Splash
⇒ Menu

⇒ Scroll = X°
↓
⇒ { Display }

⇒ Click = Y (0/1)
↓
⇒ { Display new }

why transmit?

- User input
 - Micro to Pi
- Screen update
 - Pi to micro
- Game State
 - Micro to Pi
 - JSON