

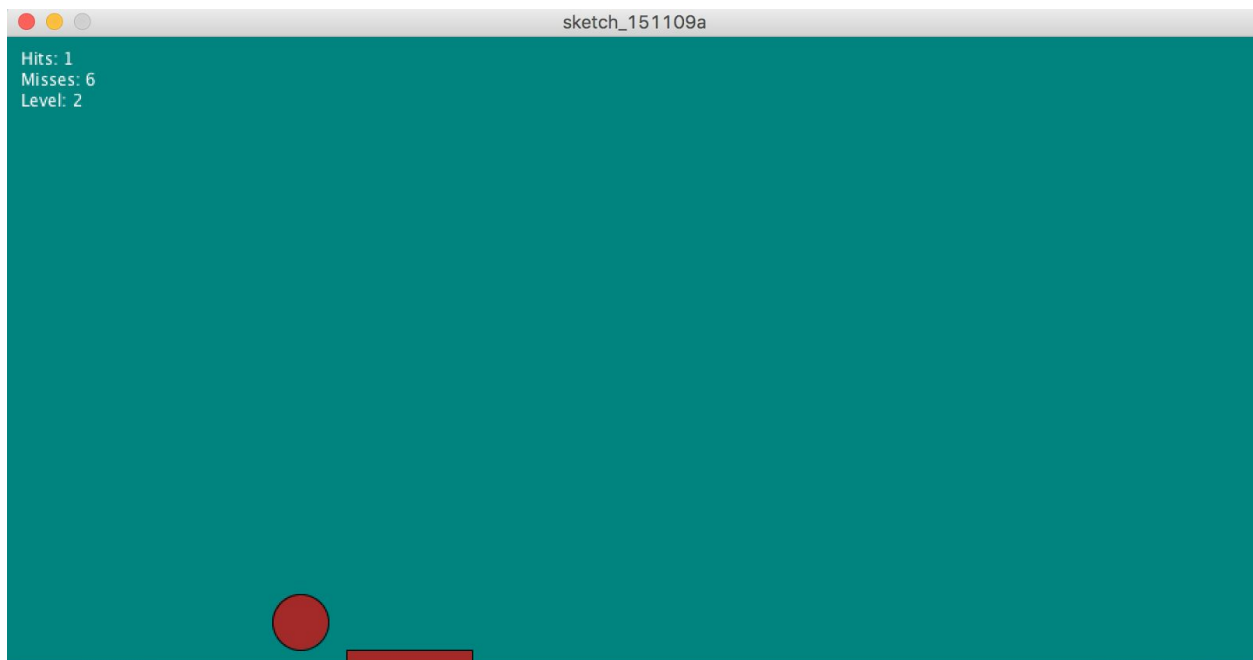
Documentation

Engduino Game

The Engduino program is a game where you use the board to stop the ball from hitting the floor of the game screen. We use the accelerometer to move the board on the screen. The board becomes smaller with each successive hit thus making the game harder as the game progresses. If there are 10 misses then it is game over and the game restarts. You may also press the button on the Engduino to restart the game, this will cause a blue light to flash on the Engduino when prompted. If there is a successful hit then the Engduino will flash its lights green. If there is a miss then the Engduino will flash its light red.

Setting Up & Running The Application

The program may be run by firstly opening the Arduino IDE and importing the Engduino library. Then import the Engduino source code from yoloTesting.ino into the IDE and upload onto the Engduino (Engduino must be turned on for a successful upload). Open Processing IDE and run the source code from the “sketch_151109a.pde” file which may be found via the Processing directory. The interface should look similar to the picture below.



Notes on OpenSCAD

The OpenSCAD Engduino case will require gluing of the hemispheres, columns, lid, wall and logo.