Readme

1. To run the project first insmod gyro.ko and run the main file.

2. The screen displays the level no. and the winning positions initially. Please keep the setup steady during this time. The gyroscope is being calibrated. It takes around 3 seconds for the initial calibration.

3. The level no. is displayed at the beginning of the game, level increments if you win the game. There are three levels, after winning the third level, level 1 starts again.

4. The 4 LEDs at the centre blink to indicate the start of the game and the winning location.

5. Start the game when the ball is displayed on the screen

Orientation

The Y axis of the gyro is aligned to the display as shown below.

Rotating about the -ve Y direction will result in the ball falling down.

Rotating about the -ve Z direction will result in the ball going left.