

Graham
ART385
Project 3: Run Game
5/12/20

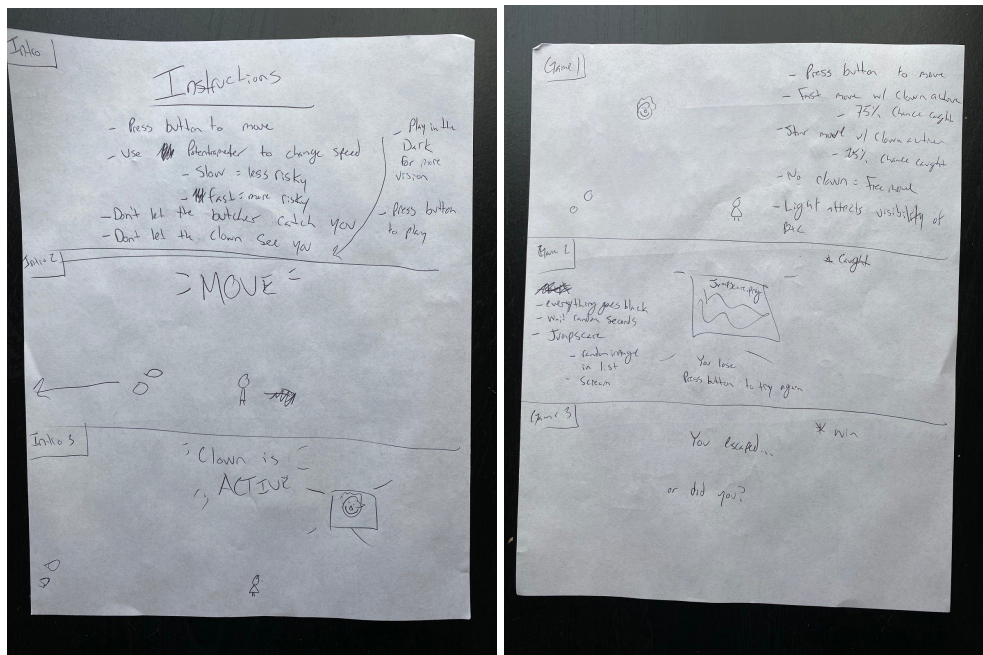
Assignment:

Create a project that uses all of which we have used in this class. It includes using Processing, arduino/ESP32, and the Timer class as well as having interactions between them.

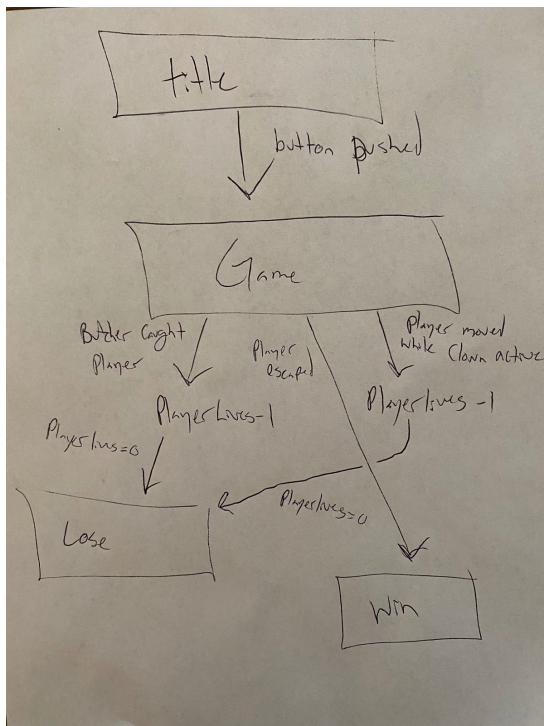
Audience:

People stuck in quarantine who need some way to pass the time without going insane, particularly people who like horror games.

Sketch:



Schematic Diagram/State Machine:



Reflection:

This project was frustrating, disheartening and fun. Once again I picked a project that goes above the required, and that proved to be my biggest struggle in this project. With COVID-19 and graduation approaching, it's sad to say but I couldn't really get into this project as much as I did the other projects and unfortunately it shows in the final result.