

Graham
ART385
Simple State Machine
3/24/20

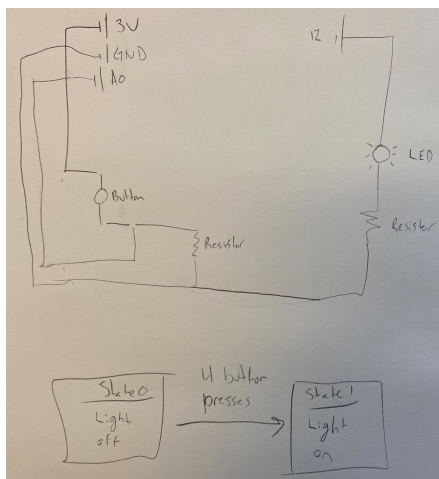
Assignment:

Make a basic state machine involving button presses and LEDs on the Arduino

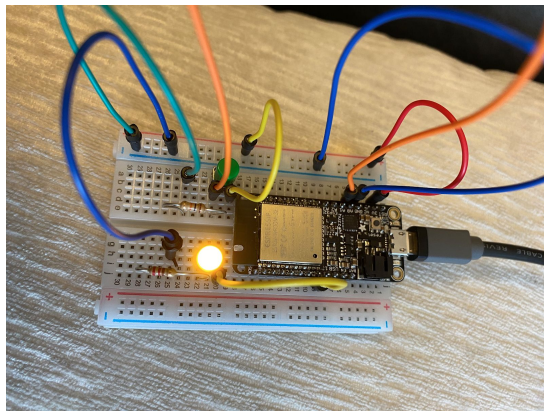
Audience:

Professor and students

Hand drawn sketch:



Interaction Design:



Reflection:

Super tricky to get the hardware working because it's been a while since I've dealt with it, but overall easy coding and not too hard hardware once I got caught back up.