

Hack Nights #1

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DSI Display Connector

**Micro SD Card Slot
(on underside)**

5V Micro USB

HDMI Port

CSI Camera Connector

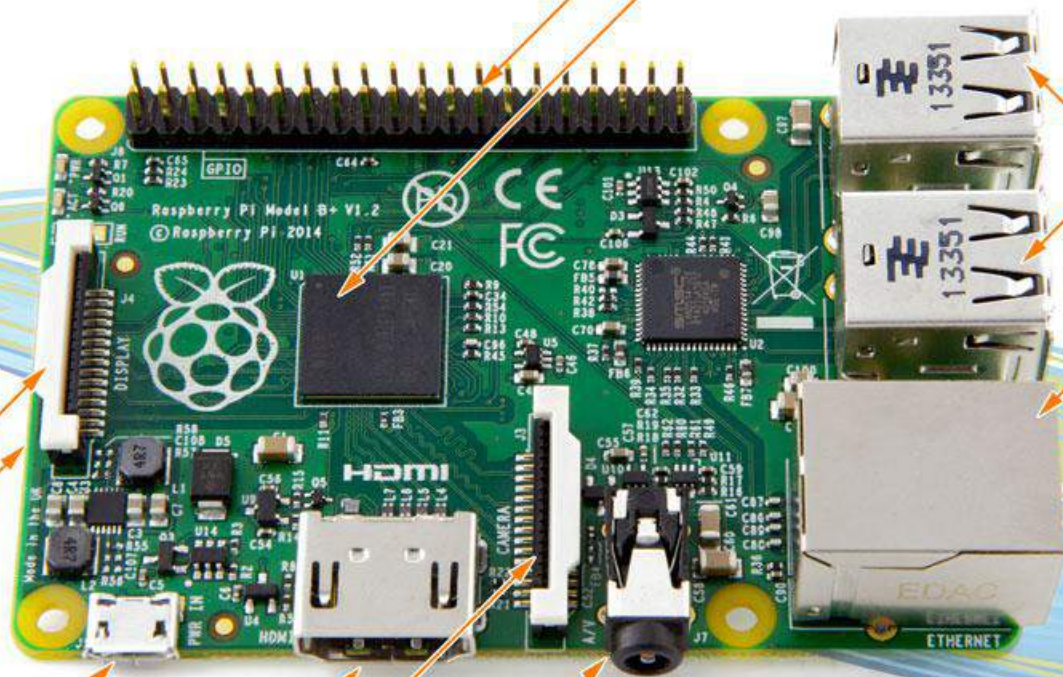
40 Pin GPIO Header

Broadcom BCM 2835 & 512MB RAM

Quad USB Ports

**10/100 BaseT
Ethernet Socket**

**4-pole 3.5mm jack
(stereo audio & composite video)**





1978

Motion Control Looks Sensing Sound Operators Pen Variables

move 10 steps
 turn 15 degrees
 turn 15 degrees
 point in direction 90
 point towards
 go to x: -43 y: -20
 go to
 glide 1 secs to x: -43 y: -20
 change x by 10
 set x to 0
 change y by 10
 set y to 0
 if on edge, bounce

x position
 y position
 direction

Scripts Costumes Sounds

```

when I receive play
  switch to costume unlit
  set lives to 3
  set score to 0
  set length to 4
  set time to 0.75
  set human_time to 0.5
  forever
    delete all of CPU_tones
    set human_player to false
    repeat length
      set tone to pick random 1 to 4
      add tone to CPU_tones
      broadcast tone and wait
    delete all of player_tones
    set human_player to true
    wait until length of player_tones = length of CPU_tones
    set human_player to false
    if CPU_tones = player_tones
      change score by 1
      change length by 1
      set time to time + 0.9
    else
      say you made a mistake for 1 secs
      change lives by -1
      if lives = 0
        broadcast new_game

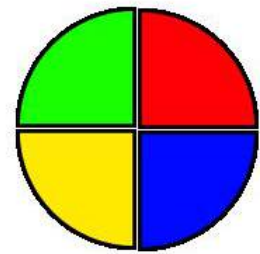
when yellow clicked
  if human_player = true
    switch to costume lit
    play note 60 for human_time beats
    add 1 to player_tones
    switch to costume unlit

when I receive 1
  switch to costume lit
  play note 60 for time beats
  switch to costume unlit

when flag clicked
  switch to costume unlit
    
```

simple simon

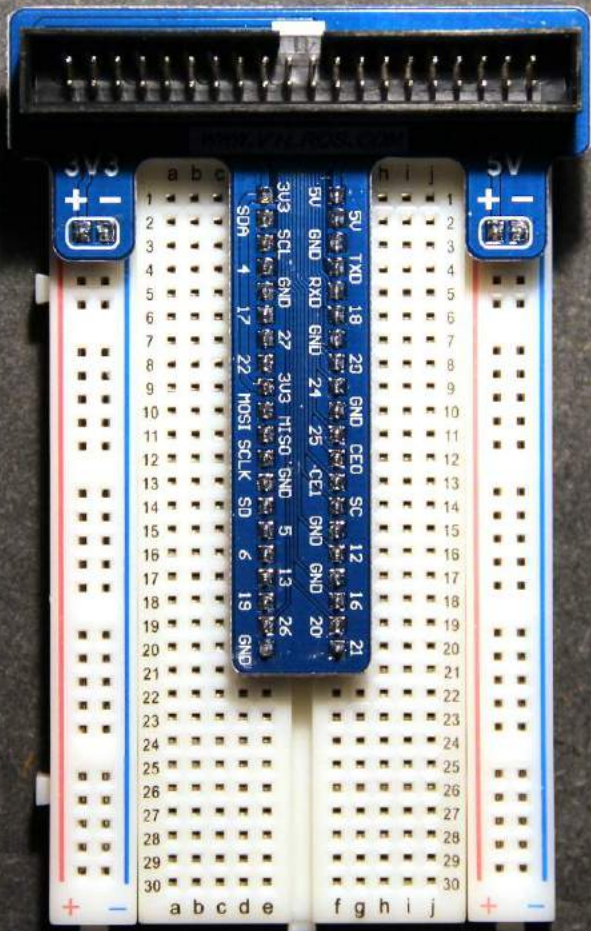
score 1
 lives 3

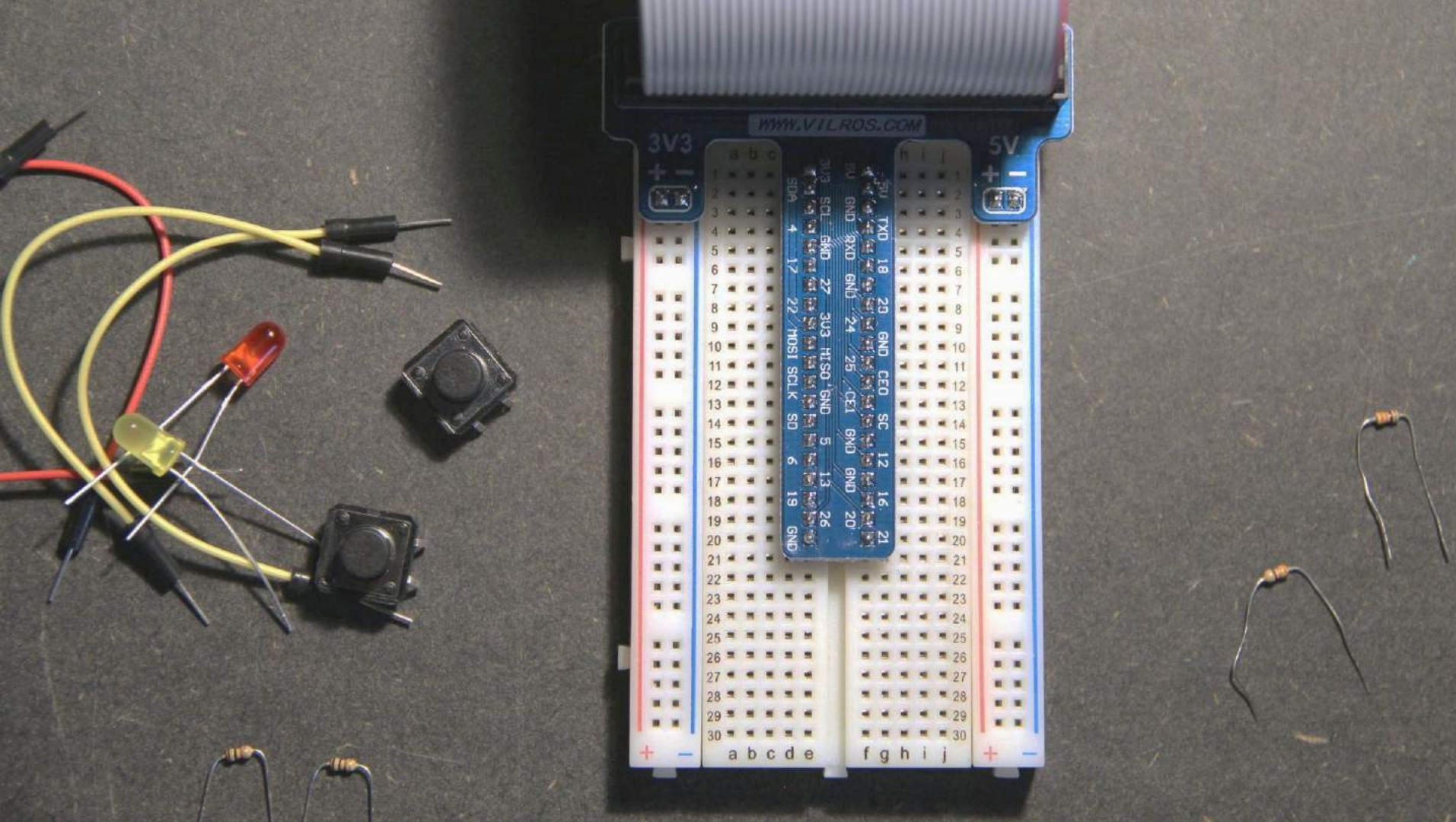


New sprite: x: -1099 y: -132

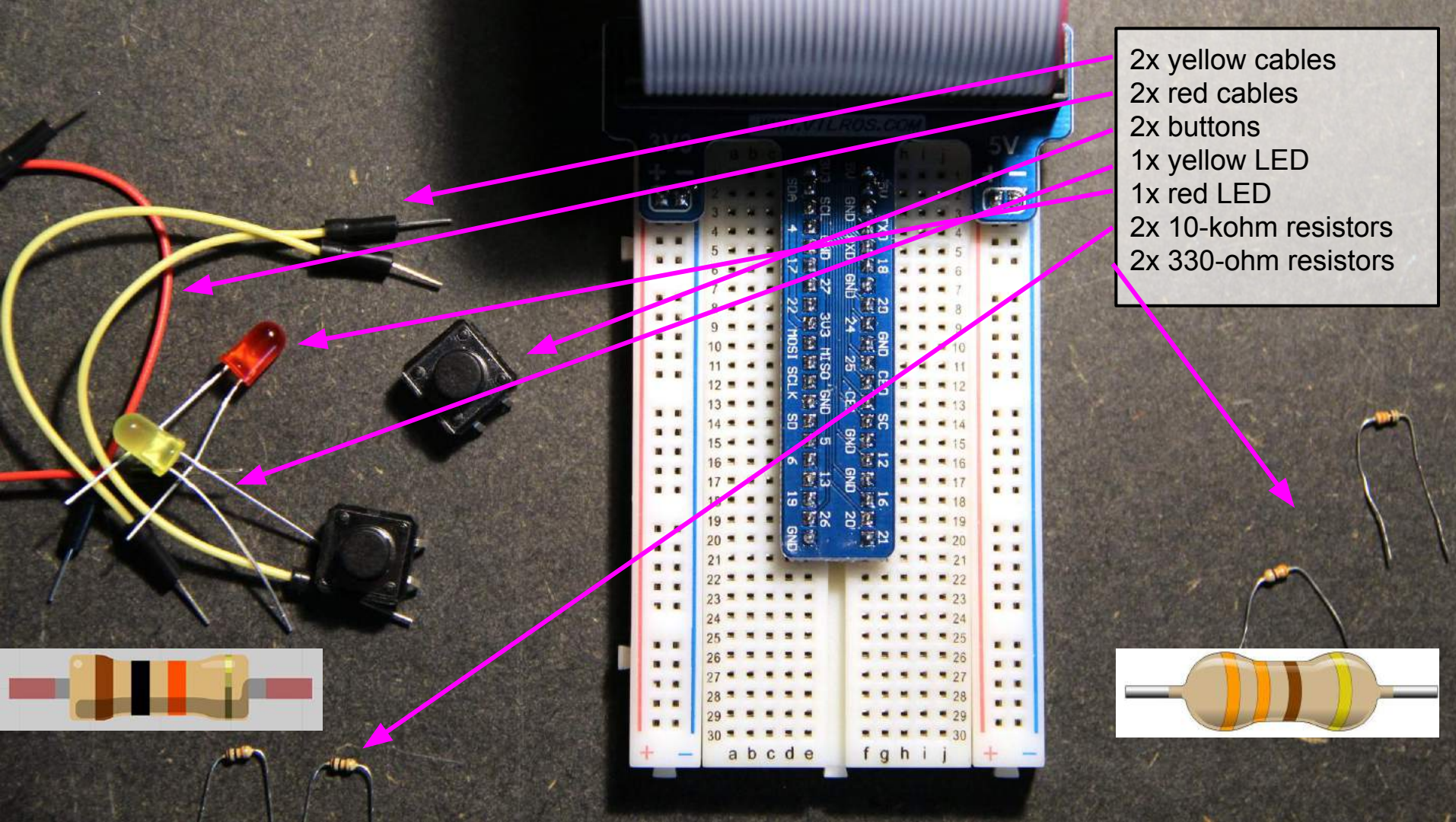
yellow blue red green button

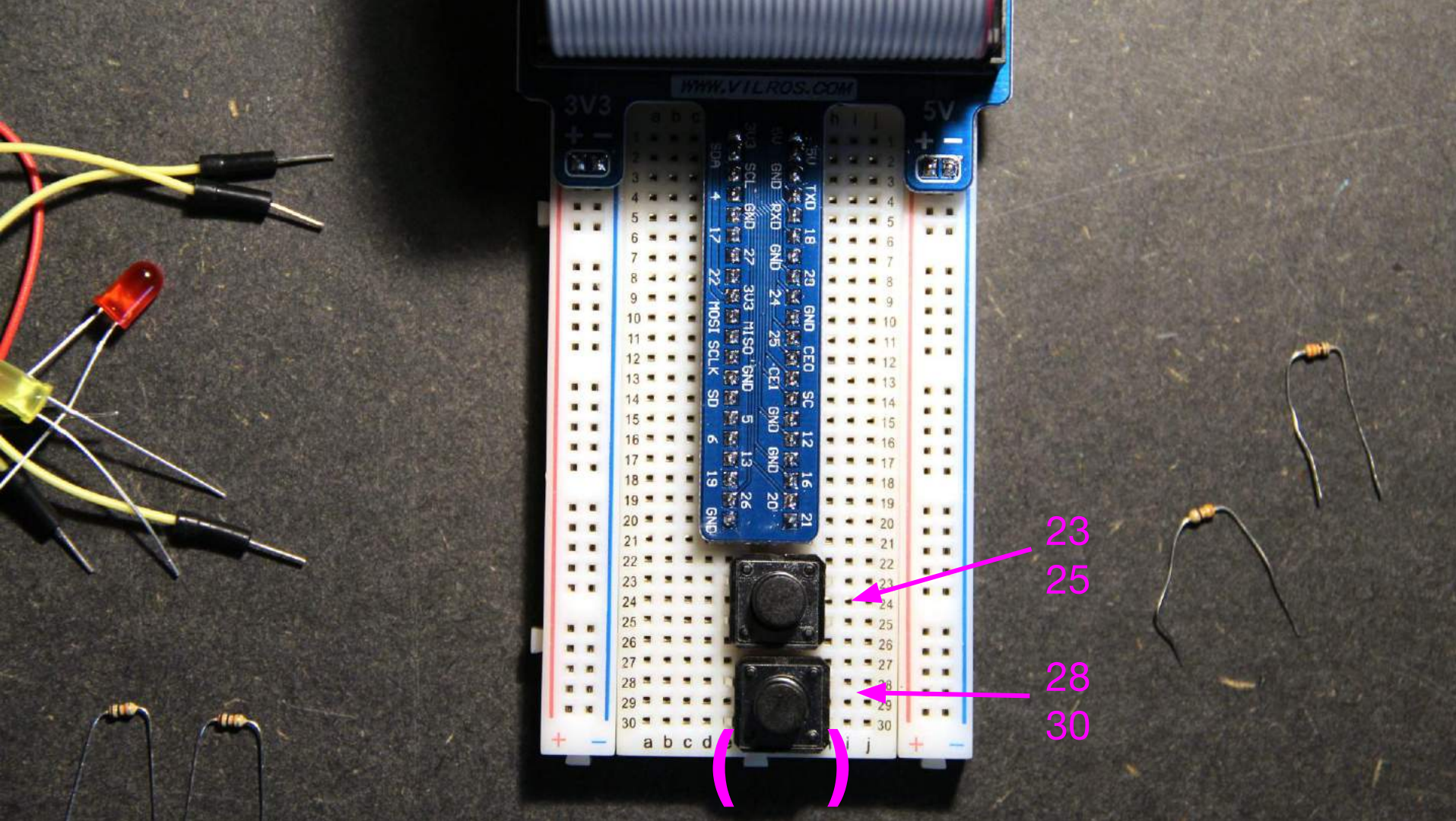
Stage

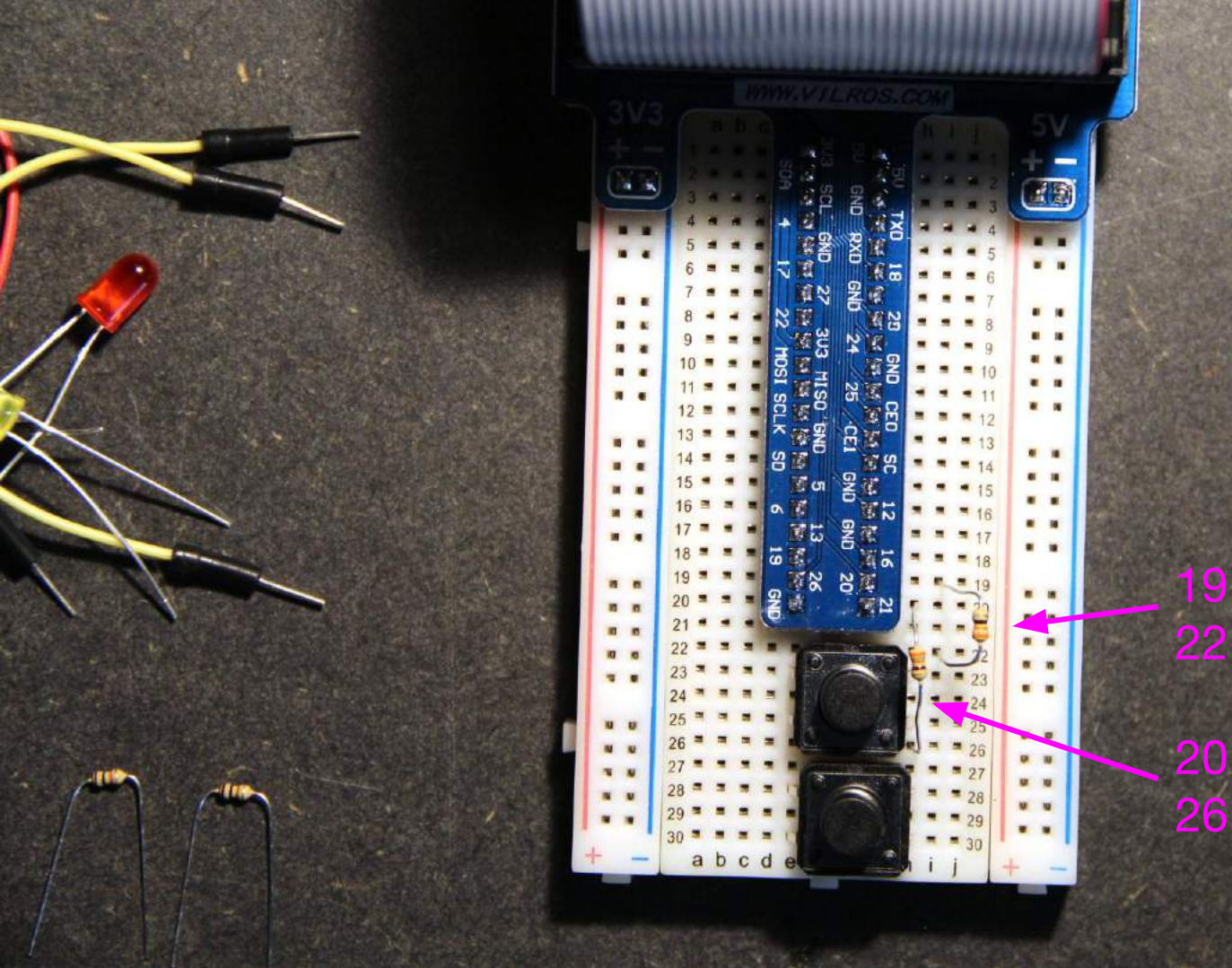




- 2x yellow cables
- 2x red cables
- 2x buttons
- 1x yellow LED
- 1x red LED
- 2x 10-kohm resistors
- 2x 330-ohm resistors

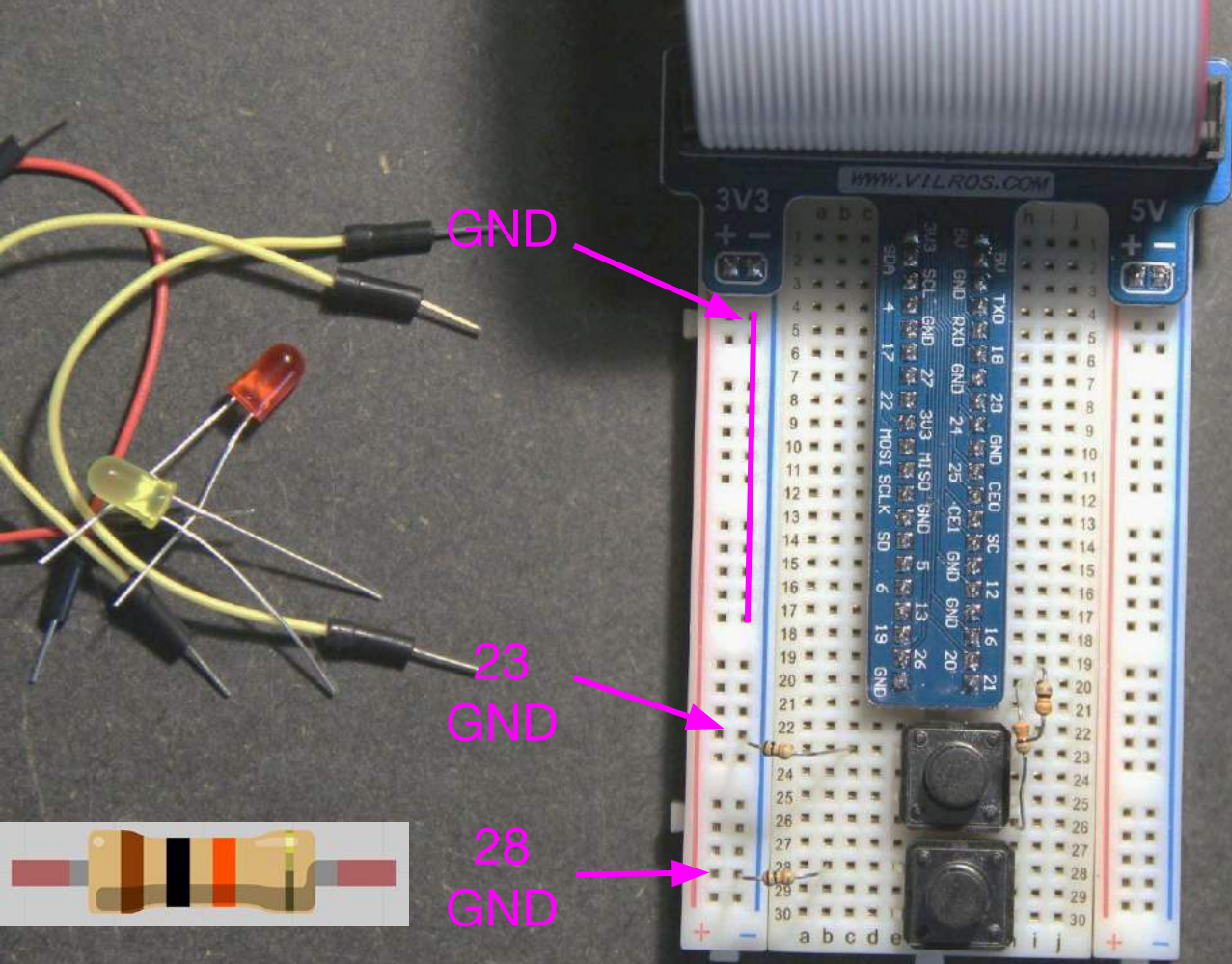






19
22
20
26

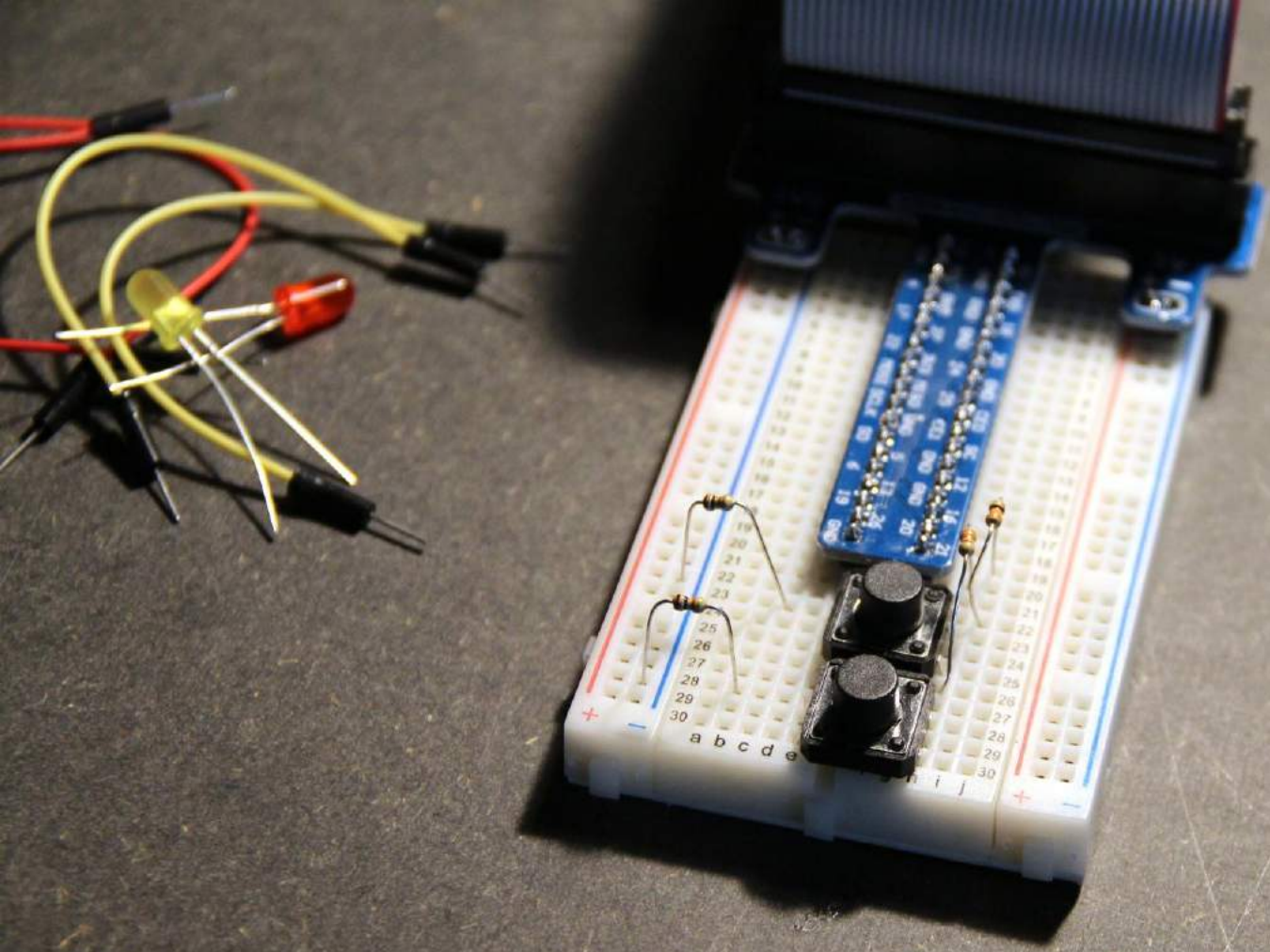


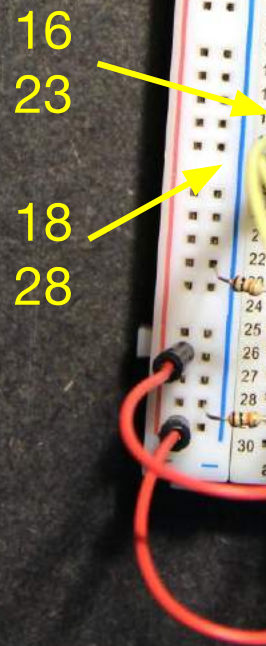


GND

23
GND

28
GND





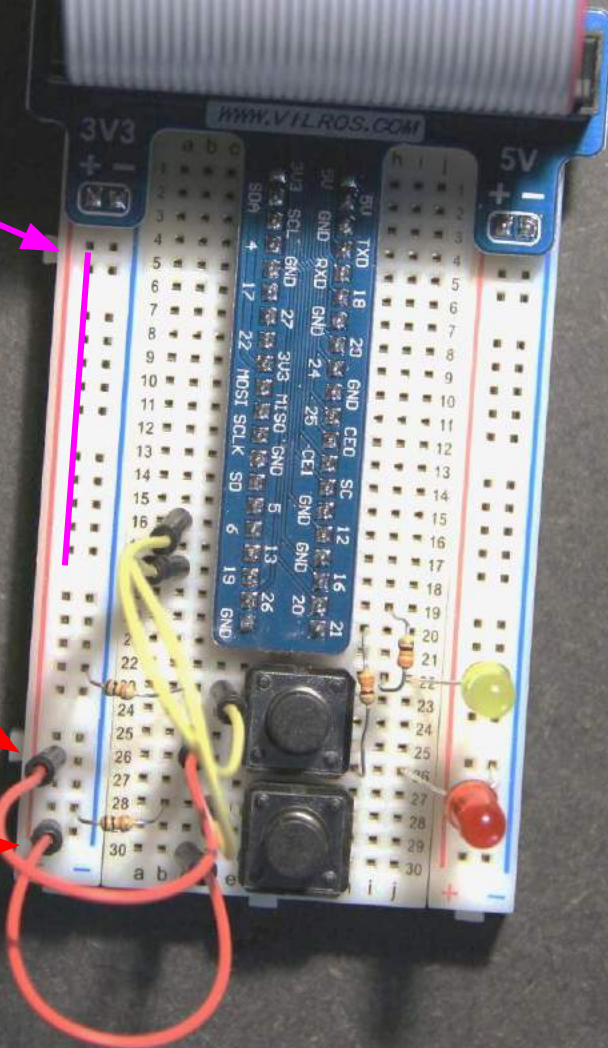
3.3V

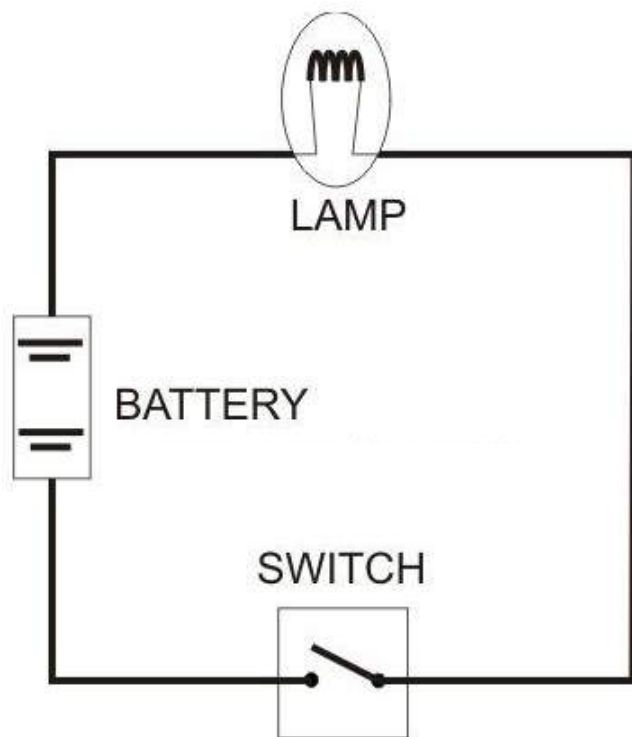


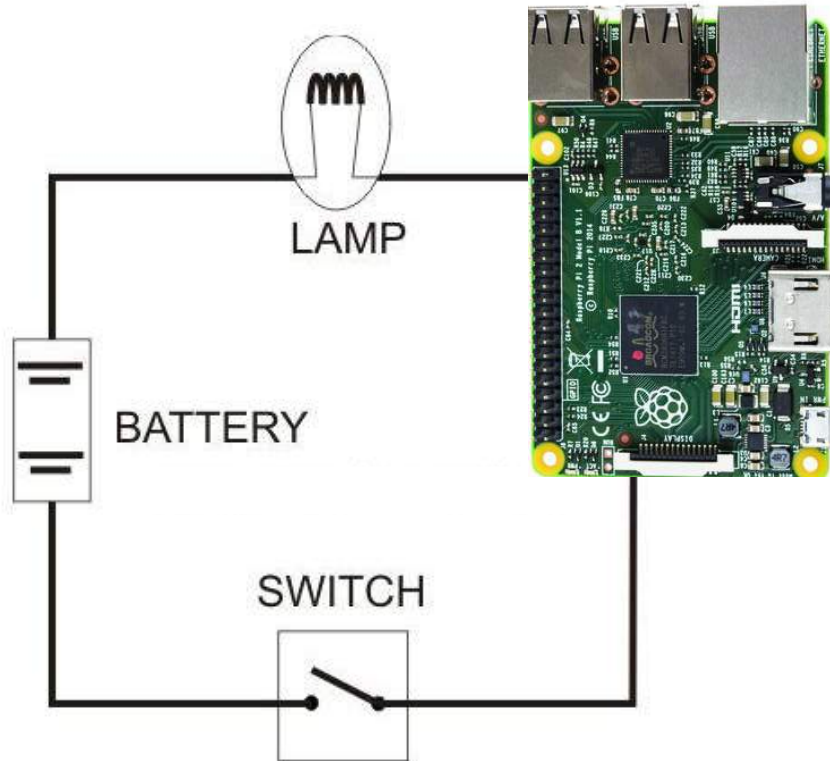
25
3.3V



30
3.3V







Simple Net Art Diagram

