

Embedded Systems Engineering (CMPE 3001)

Design Assignment

GROUP 20

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1. Problem Statement

The gaming industry has become a massive economic powerhouse, currently valued at over \$90 billion, and it's projected to reach an astounding \$257 billion by 2025. Technological advancements have transformed the way people play games, extending from PCs to mobile phones, rendering high-end gaming consoles somewhat redundant, and enticing gamers from diverse backgrounds. While modern 3D games boast cutting-edge graphics, online multiplayer features, and high frame rates, players often find themselves drawn back to games from earlier eras for various compelling reasons.

In the 1980s, a significant turning point occurred in the gaming industry with the introduction of 8-bit and 16-bit games, the third and fourth generations of video games. This shift marked the transition from arcade gaming to handheld consoles, enabling users to enjoy games from the comfort of their homes and save their progress thanks to the advent of gaming cartridges. This era also brought substantial improvements in graphics and sound, with expanded palettes accommodating up to 65,536 colours and consoles featuring stereo audio with support for multiple channels. Moreover, multi-button controllers were introduced, enhancing the gaming experience. For individuals born in the 70s, 80s, and even the 90s, these games offer a nostalgic journey back to their youth. Certain games hold sentimental value, making it worthwhile to acquire an older console.

While contemporary games often release patches and downloadable content (DLCs) post-launch, seemingly prolonging the gaming experience, this practice has its downsides. Many of these games may have bugs and may require players to make additional purchases for certain features. In contrast, games released before the era of game passes and DLCs were complete experiences, allowing users to unlock new challenges through gameplay rather than monetary transactions. This ensured that players had the best possible version of the game right from the start.

Another compelling factor in favour of older games and consoles is their cost-effectiveness compared to modern systems. Retro games, although increasingly rare, remain accessible to those on tighter budgets. Additionally, they don't require a constant internet connection like digitally downloaded games, sparing users the inconvenience of connectivity issues. For these reasons and more, there's a growing necessity for older games to make a resurgence and become readily available for users to relish.

As illustrated in the problem statement our project is the design of a gaming console with the capability of emulating games of the 16 and 8-bit era. With further added functionality create a product that compels most game enthusiasts to purchase due to its affordability, scalability and maintainability.

2. Introduction

RetroPac is a portable gaming system that offers a distinctive and nostalgic experience by fusing the charm of vintage video games with contemporary innovations. This device is a painstakingly constructed masterpiece committed to bringing back the glory days of 8-bit and 16-bit gaming, not simply another portable gaming device. Its well-thought-out control arrangement, which takes gamers back to the heyday of gaming, guarantees pleasant gameplay. Classic gaming worlds come to life with vivid, clear images on the high-resolution LCD touchpad.

RetroPac is a whole gaming ecosystem, not just a piece of hardware. Its specially designed-emulator software ensures optimal accuracy and compatibility while using your preferred 8-bit and 16-bit game ROMs. Gamers of all generations may access it because of its user-friendly interface, which makes game selection, configuration adjustments, and system maintenance simple.

With ambitions for backward compatibility, possible VR and AR integration, community-driven mod support, and cloud gaming exploration, the RetroPac also sets the door for future advancements and growth. With data encryption, parental controls, and secure boot methods, its safety and security features guarantee a safe gaming experience.

Features that make the RetroPac easier to maintain, such as a user-replaceable battery and frequent software upgrades, show the company's dedication to making a product that endures. RetroPac is more than a gaming system; it's a doorway to treasured memories, a link across generations, and a dedication to the timeless appeal of old-school video games. RetroPac brings together gaming's history and future into one amazing, portable experience.

2.1. Product Name and Logo

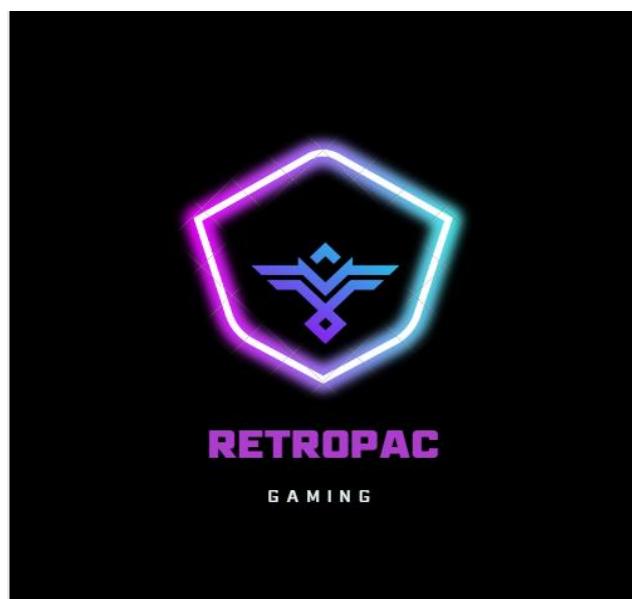


Figure 2.1-1

The Product name is RETROPAC which is a combination of modern-day gaming experiences with retro gaming. The company under which the product will be sold and distributed will be RETROPAC Gaming.

3. Comprehensive blueprint for executing the design

The RetroPac portable video game console design is a complex process that integrates hardware and software components to create an immersive retro gaming experience, with a general plan outlining key steps for its implementation.

3.1. Hardware Selection and Integration

The following are the hardware components used in creating the RetroPac:

- Raspberry Pi 3 Model B+
- Official Raspberry Pi 3 case with button built-in.
- CanaKit power supply with rechargeable battery
- Samsung SDXC 64GB Class 10 UHS-1 card
- AmazonBasics HDMI cable
- Rii Mini Wireless 2.4GHz Keyboard with Touchpad with Display serial interface cable and wired mini speaker for audio output.

The assembling procedure guarantees a tight fit inside the Raspberry Pi casing with a button built-in also some carving and machining are required to curve the speaker slot as well as some light 3D printed adjustments to the casing which can be combined to give the model which can be observed below guaranteeing a portable and dependable configuration

3.2. Operating System and Software Development

To improve gameplay, the RetroPac project intends to provide a specialised operating system, emulator, and user interface. The system has to be tuned for navigation, performance, and game emulation. High compatibility and precision should be achieved while running 8-bit and 16-bit game ROMs with the use of emulation software. The UI should be visually appealing and simple to use, making it simple to choose games, change settings, and administer the system. A selection of classic games and new titles will be pre-installed, along with an online store and game library. To improve gameplay, save states and multiplayer support will be included. RetroPac will become more exciting and convenient with these additions.

3.3. Hardware and Software Integration

The creation of drivers guarantees smooth communication between software and hardware, including LED touchpad, direction pad, Start>Select buttons, and HDMI output. To maximise gaming experiences, audio and visual optimisation is also carried out. This guarantees precise vintage graphics presentation at high resolutions and fluid hardware-component interaction. Multiple processes such as game movements, refresh rates, display brightnesses, touch input analysis, game sound output and termination of the games are successfully integrated into this design.

3.4. Quality Assurance and Testing

Compatibility testing is done on the emulation software to ensure it works with different game ROMs and fixes faults unique to each game. To guarantee fluid gaming free from delays and frame drops, performance testing assesses the software's performance under numerous game circumstances. RetroPac's user interface and usability are improved through user experience testing, which collects user input to make the required changes. For improved performance, both the hardware and software have been optimised.

3.5. Safety and Security Features

Among its security features are sophisticated data encryption methods, safe boot procedures, and effective cooling and thermal control. By limiting the apps that may operate on the device to just reliable ones, secure boot procedures shield user data from potential security risks. Sophisticated data encryption methods guarantee that user data and game progress are safe and unreadable by unauthorised parties. Extended gaming sessions are avoided by effective cooling systems and thermal management, which also provide excellent performance free from temperature-related problems. User safety and the device's long-term integrity are given top priority in the design of RetroPac, thanks to these characteristics. RetroPac offers a dependable and safe vintage gaming experience by putting these safety and security measures in place. This is further explained in Section 8.

3.6. Manufacturing and Production

The procedure includes obtaining the parts and supplies required for mass-producing RetroPac devices and collaborating with a reliable manufacturing facility for large-scale manufacture.

3.7. Distribution and Marketing

The company intends to sell RetroPac's features, nostalgia, and outstanding gaming experience and distribute it through physical and online retail stores.

3.8. Post-launch Support and Updates

The company offers frequent firmware and software upgrades to improve compatibility, correct defects, and add new features. It has also been set up as a special customer assistance system to handle technical concerns.

3.9. Game Library

Curating a vast game library along with legally and freely obtained licensed ROM game files giving more selection to the customers

3.10. Future Development and Expansion

Research and development for the RetroPac portable video game console concept is still needed to investigate future advancements such as cloud gaming, VR/AR integration, community building, and backward compatibility. The goal of this design is to develop a product that mixes classic gameplay with contemporary conveniences and a great user experience; therefore its effective implementation demands careful planning and execution.

4. Hardware components

RetroPac meticulously chooses and incorporates essential hardware components to deliver outstanding performance and user happiness, resulting in an improved retro gaming experience.

4.1. Central Processing Unit (CPU) and Random Access Memory (RAM)

The Raspberry Pi 3 Model B+ is equipped with a potent computing setup, making it an ideal choice for vintage game enthusiasts. Its hardware includes a quad-core 64-bit ARM Cortex-A53 CPU and a Broadcom VideoCore IV GPU, both of which are pivotal in accurately and efficiently emulating 8-bit and 16-bit game systems. Powered by the Broadcom BCM283780 chipset, this ARM-based processor excels in performance while maintaining energy efficiency. The inclusion of 1GB LPDDR2 SDRAM is crucial for ensuring seamless emulation, especially for these storage-efficient retro games. The accompanying diagram showcases the board and its integrated features, further emphasizing its capabilities to deliver a top-notch vintage gaming experience.

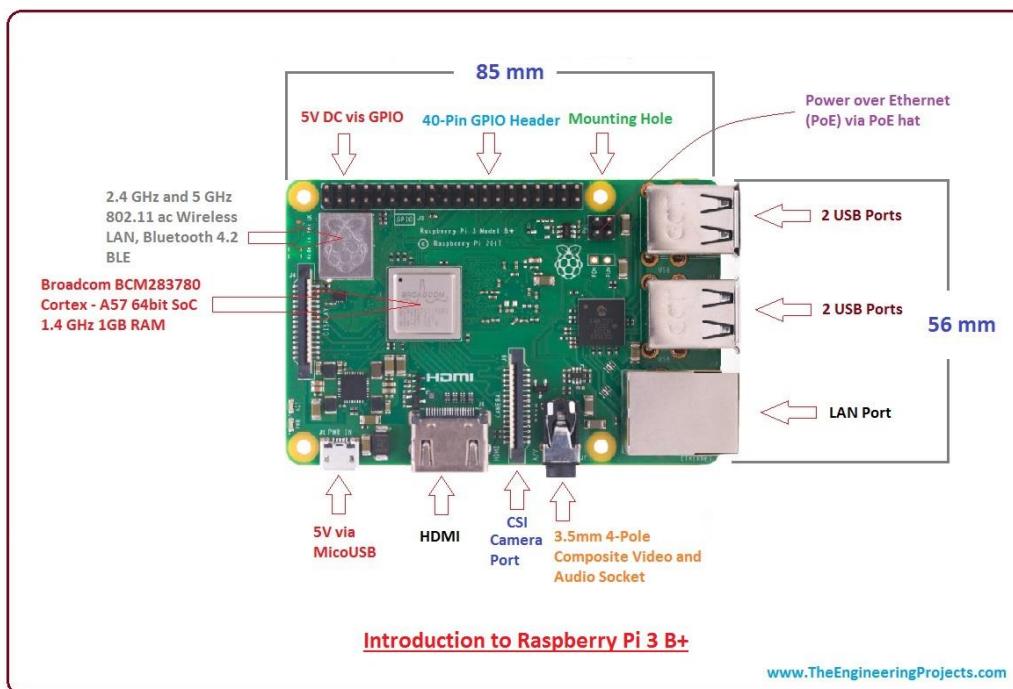


Figure 4.1-1

4.2. Product casing

The official Raspberry Pi 3 case is a small, sturdy housing made to accommodate the Model B+ Raspberry Pi 3. In addition to having air holes for effective cooling during lengthy gameplay sessions, it provides simple access to ports and GPIO pins. This essential piece of hardware covers the Raspberry Pi and adds to the RetroPac's visual appeal.

4.3. Power Supply



Figure 4.3-1

Voltage of the console is rated 5V DC output and 2.5A current rating, the CanaKit 5V 2.5A Raspberry Pi 3 Power Supply is a dependable and steady power source that guarantees the Raspberry Pi's continuous operation and its capacity to support peripheral devices and emulators. The power consumption is 12.5W with the battery capacity being 156.25Wh which is very less compared to all the counter parts in the market which is further compared in the section below.

4.4. Storage

Due to its Class 10 UHS-1 rating, the Samsung SDXC 64GB Class 10 UHS-1 Card is a microSD format that offers plenty of storage space for the RetroPac's game library, system files, and save data. This guarantees quick data transmission and a flawless gaming experience. Memory capacity is expandable due to this reason, hence being an added feature of the console.



Figure 4.4-1

4.5. Video Output and Simultaneous Touch Input



Figure 4.5-1

It is straightforward to attach the Raspberry Pi directly to the product thanks to the unique holes in the back of the screen. With the adoption of the Raspberry Pi power supply, there is no need to supply external power for the touchscreen. The screen also allows for hardware backlight adjustment. By adjusting the potentiometer located on the display's rear, the function can be achieved. The Display Serial Interface is used to connect the display to the Raspberry Pi board for the above functionality.

With superior visual and audio output, the AmazonBasics High-Speed HDMI Cable is a high-speed cable made specifically for RetroPac. It guarantees that classic games are shown in full HD on contemporary TVs with vibrant colours and crystal-clear audio as it supports the HDMI 2.0 standard. The connections on the cable are coated in gold.

4.6. Input Devices

With its own direction pad, Start>Select buttons, and reflective LED touchpad, the RetroPac offers haptic and accurate controls. These input devices enable for diverse navigation with a contemporary touch, matching the retro-inspired style and feel. The direction pad and other input buttons are further specified in the design section below.

4.7. Audio Output

The RetroPac incorporates a high-end speaker utilising the onboard amplifier integrated into the Raspberry Pi. The headphone jack output is connected to the speaker by soldering the wires to the ends of the 3.5mm headphone jack and the connector plugged into the same. Its amplifier enhances audio output and produces rich sound quality perfect for vintage gaming soundtracks and effects.



Figure 4.7-1

4.8. Controls

The gadget has an LED power indicator light, charging connector, volume control knob, power switch, and A/B button. Playing games and managing the device is made simple and pleasurable by its specially built hardware controllers. The straightforward control offered by the volume control knob and the user-friendly power switch is complemented by the LED light that informs users of the device's state. Easy recharging is guaranteed via the charging port. RetroPac is a gaming gadget that offers a distinct gaming experience by skillfully fusing the nostalgia of classic video games with the ease of modern living. Refer to the buttons in the views of the products

4.9. PCB layouts and architecture

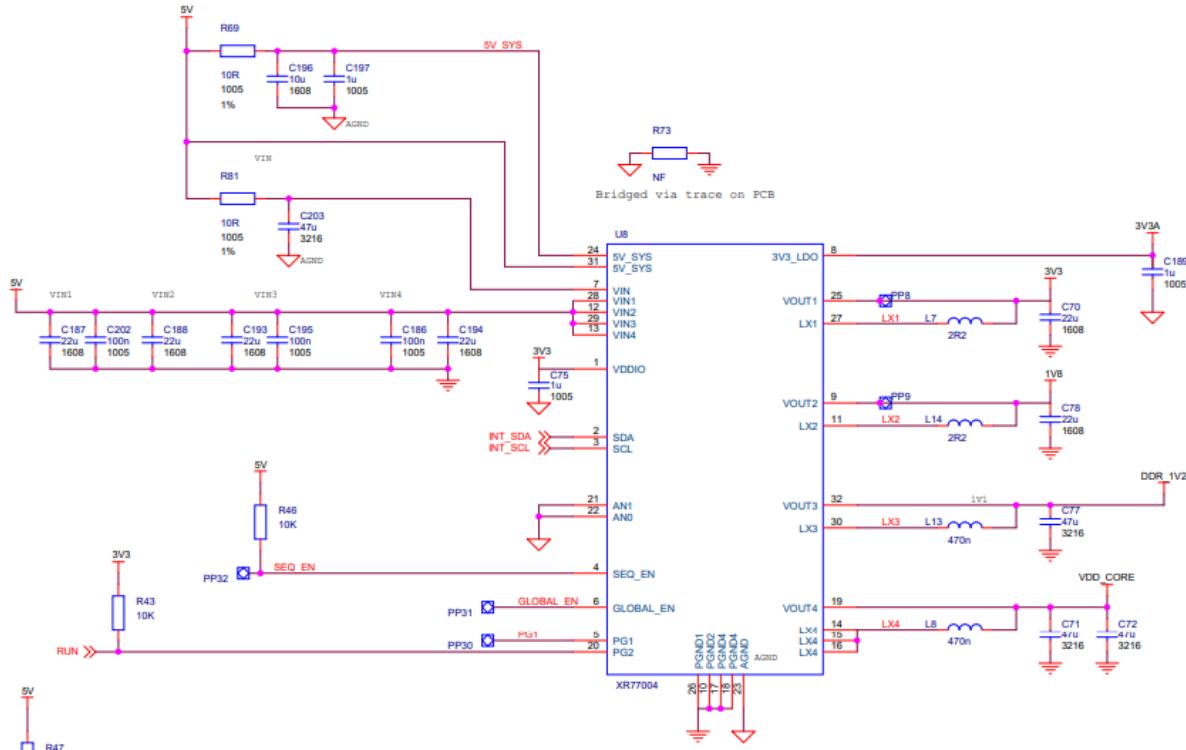


Figure 4.9-1

An important phase in the creation of the product was the initial design of RetroPac, on the PCB design which shows the PCB connections made and the other electronics parts mating. Here the 5V and Ground connections are connecting the battery and other power supply connections. And the pinout signal connections are also represented by the VOUTS.

4.10. Pinout for Raspberry Pi board

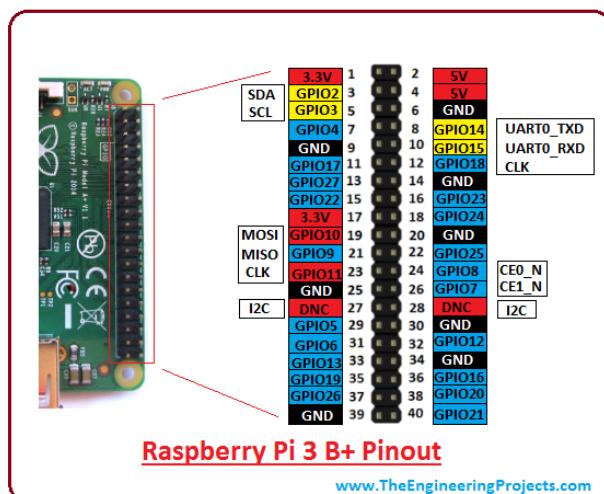


Figure 4.10-1

5. Product Design

5.1. Initial CAD drawing of Console

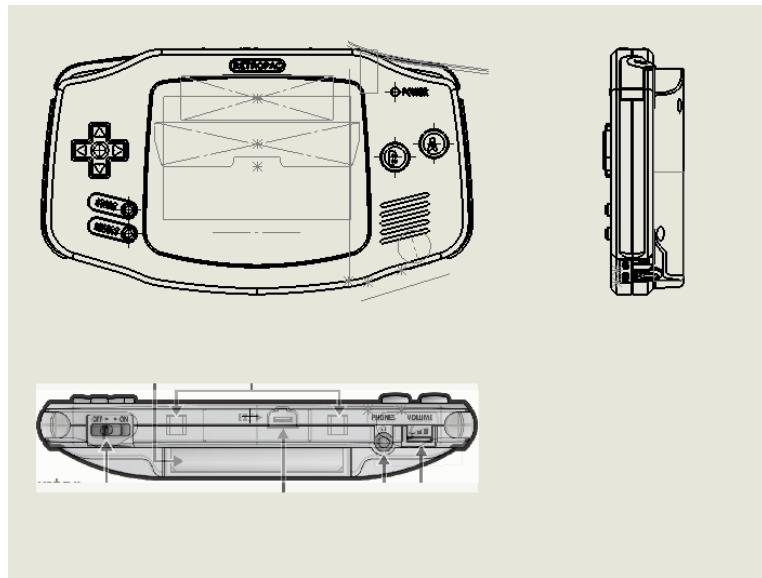


Figure 5.1-1

The figures show the initial CAD drawings of the console and its features drawn to scale to obtain the initial product design shown below.

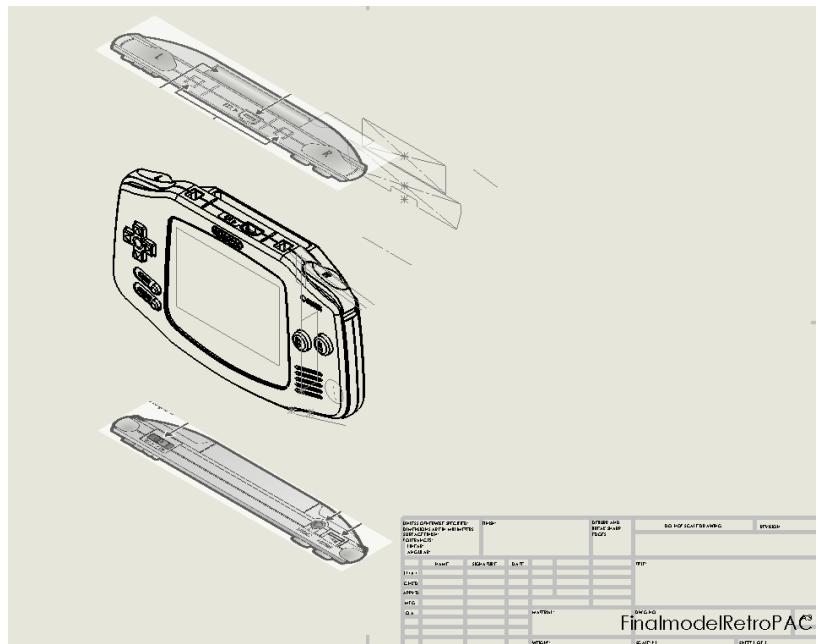


Figure 5.1-2

5.2. Preliminary Design

An important phase in the creation of the product was the initial design of RetroPac, which defined important aspects including the device's physical look, primary controls, and user interface. This design served as the basis for the final product, directing functionality, ergonomics, and aesthetics to create a portable vintage gaming console with a modern feature set and a distinctly retro style.

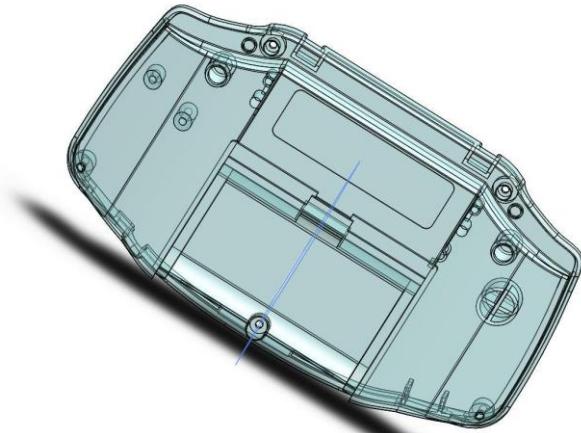


Figure 5.2-1

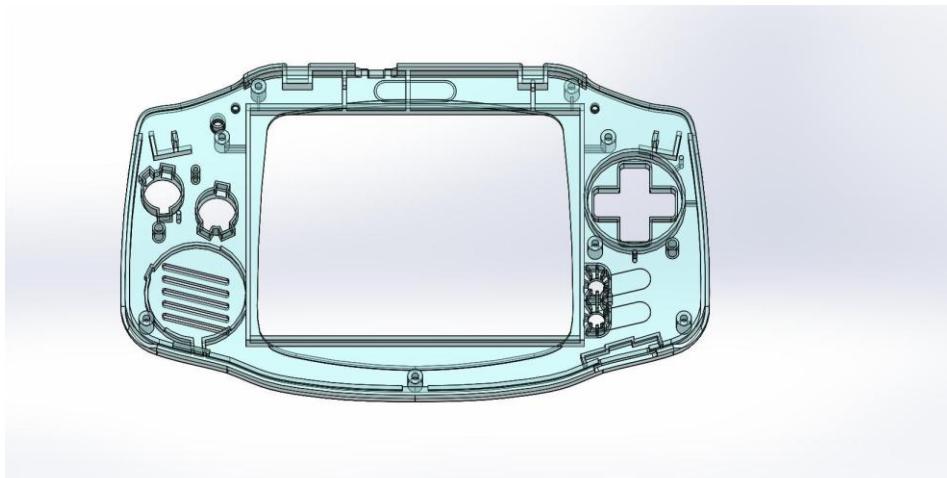


Figure 5.2-2

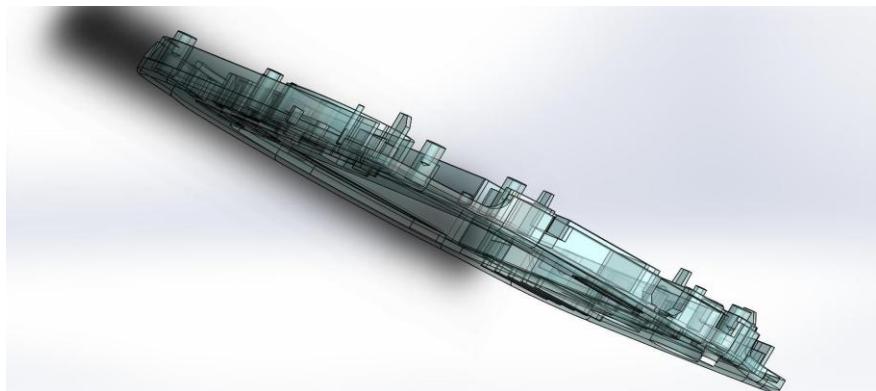
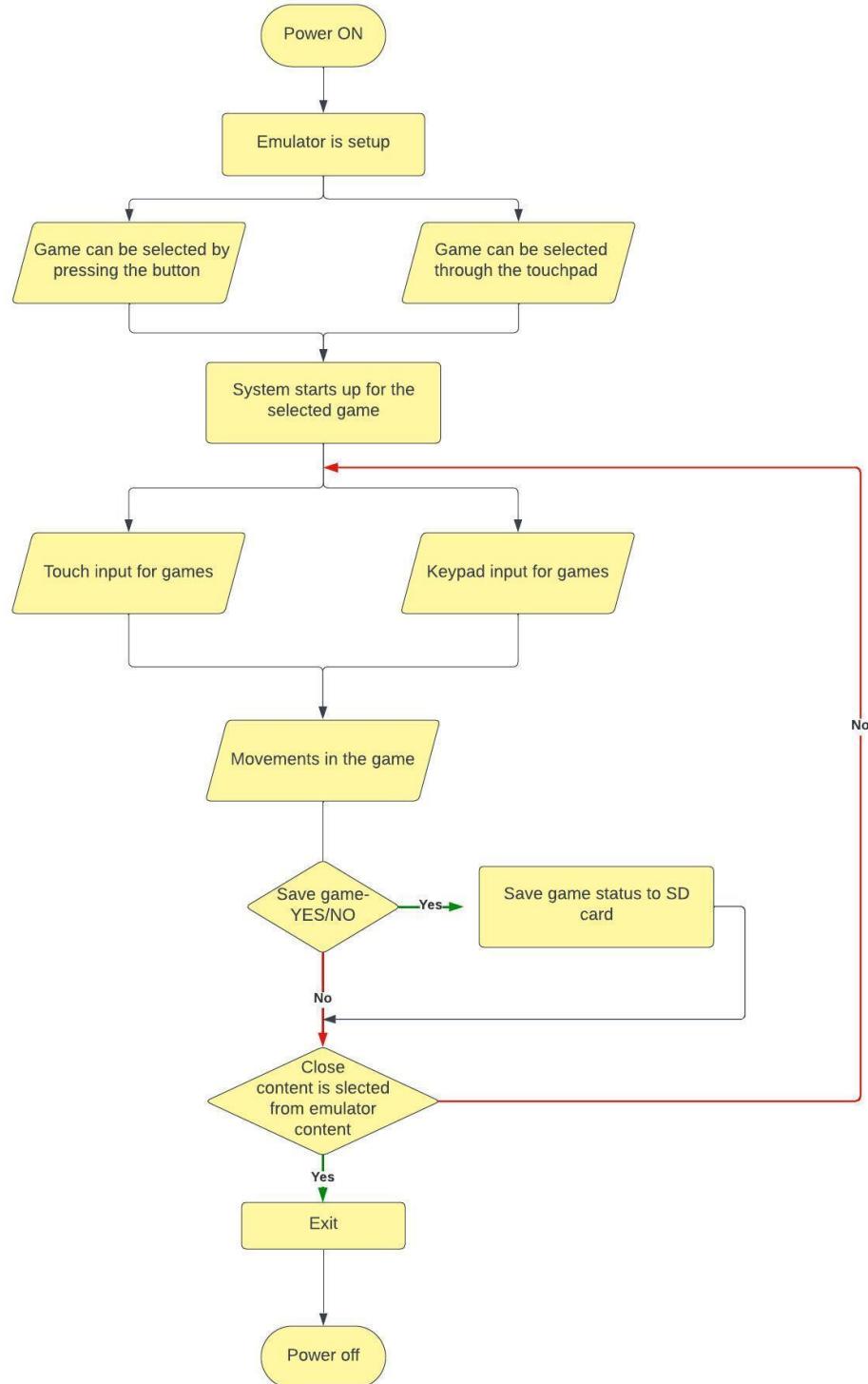


Figure 5.2-3

5.3. Final Task Diagram and Process Flow



flowchart 5-1

5.4. Final Design Assembly

5.4.1. Top view

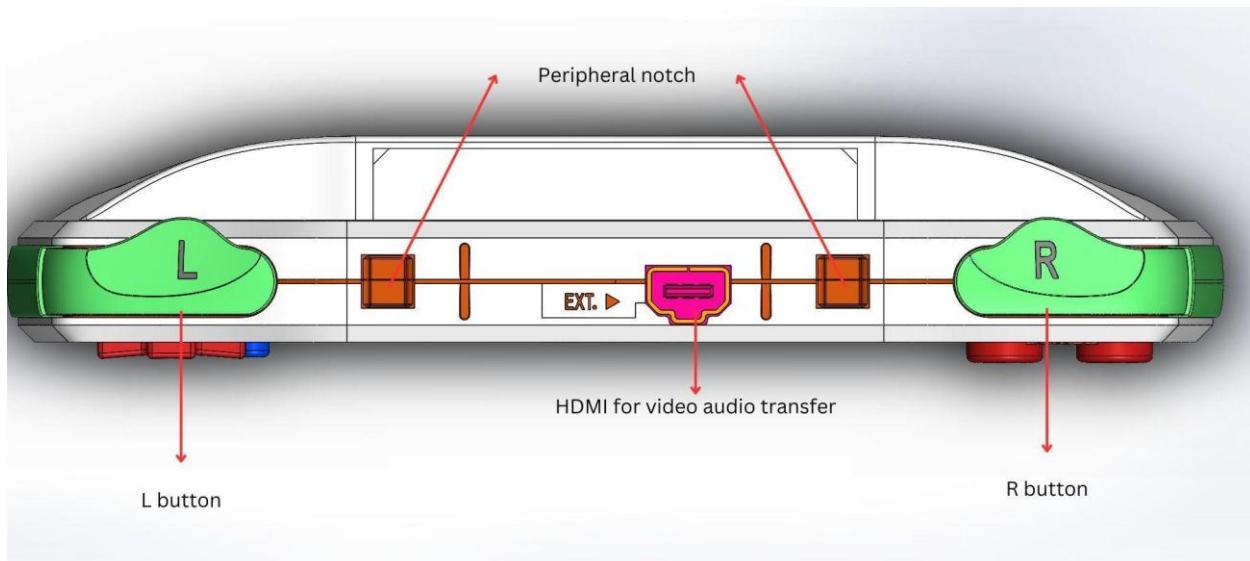


Figure 5.4-1

The RetroPac's casing features a peripheral notch as seen above that can be used to attach supplementary devices, such as an additional controller or TV output docking station, to increase its adaptability and let users expand their gaming setup. RetroPac's HDMI connector enables high-definition video and audio output, enabling players to play classic games on contemporary screens like HDTVs and monitors with crisp images. As part of the control scheme, L&R buttons are essential for managing games that need more input possibilities, as they offer variety and accurately emulate some gaming systems.

5.4.2. Front view

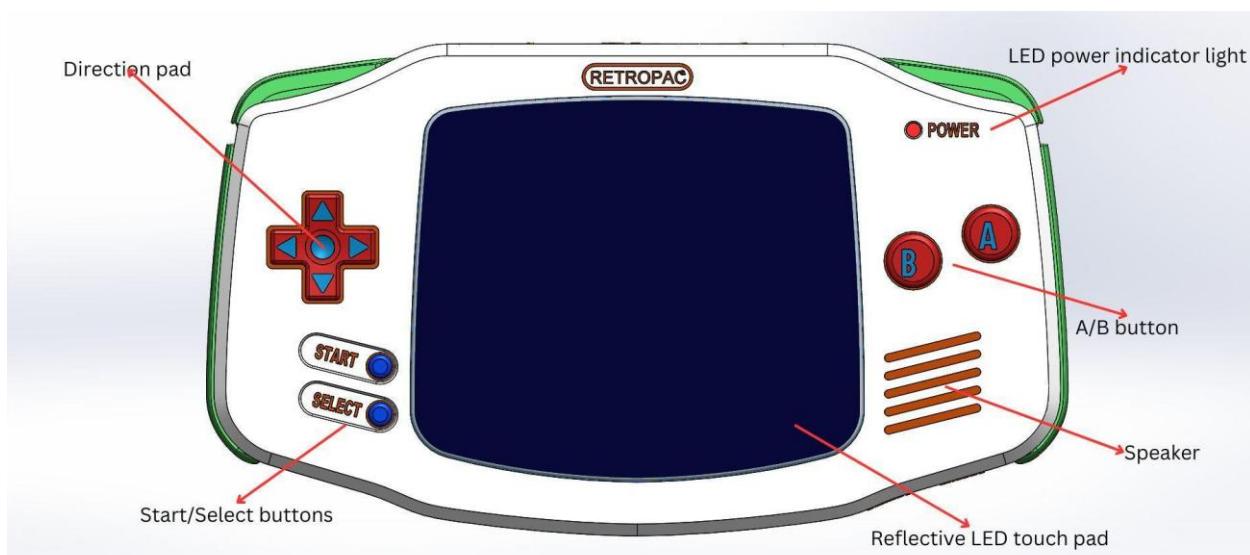


Figure 5.4-2

5.4.3. Bottom view

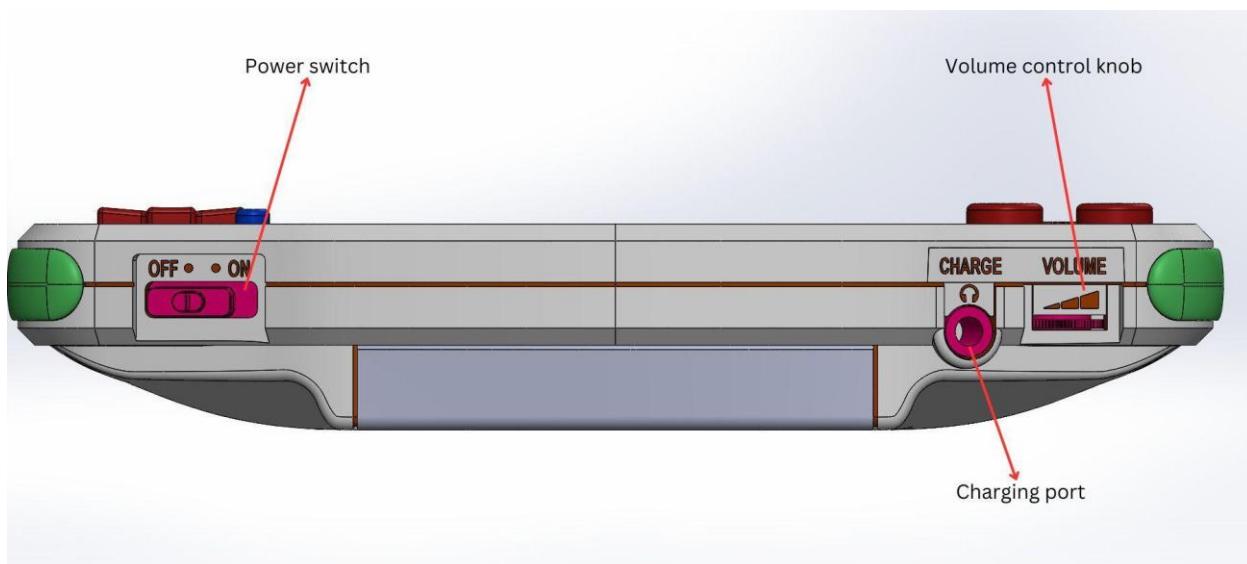


Figure 5.4-3

5.4.4. Side view

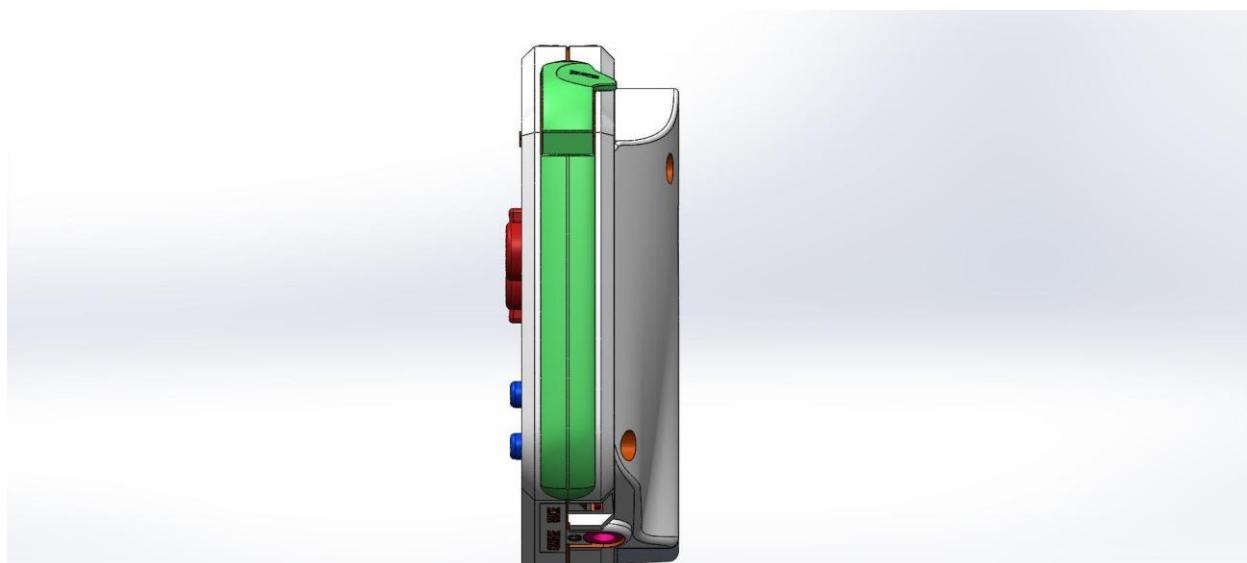


Figure 5.4-4

RetroPac's design includes all the essential elements for a deep, immersive gaming experience: contemporary connection, appealing aesthetics, and easy-to-use controls. The side view is showing the perfect design for a handheld gaming console.

5.4.5. Zoomed-in front view

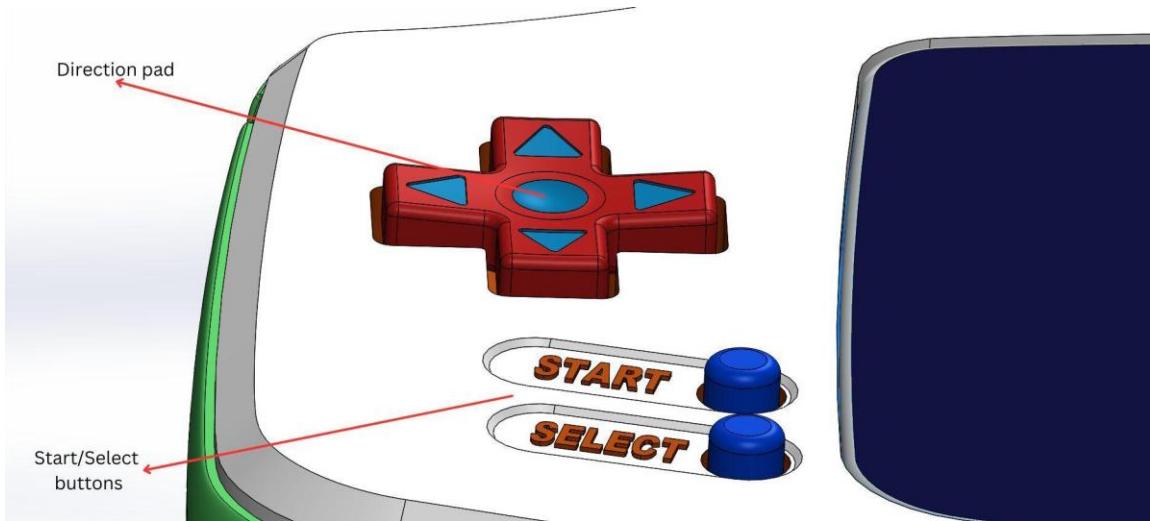


Figure 5.4-5

With its ergonomic positioning ensuring pleasant gaming, the direction pad as seen above provides a precise, responsive control input that allows players to move characters, traverse menus, and control game objects. In order to ensure user-friendly functioning, RetroPac has an LED power indication light as seen below that shows whether it is charging, in standby mode, or switched on. In order to jump, fire, and choose menu items, among other in-game activities, the A/B buttons are essential. They also provide tactile and responsive feedback that enhances the overall gaming experience.

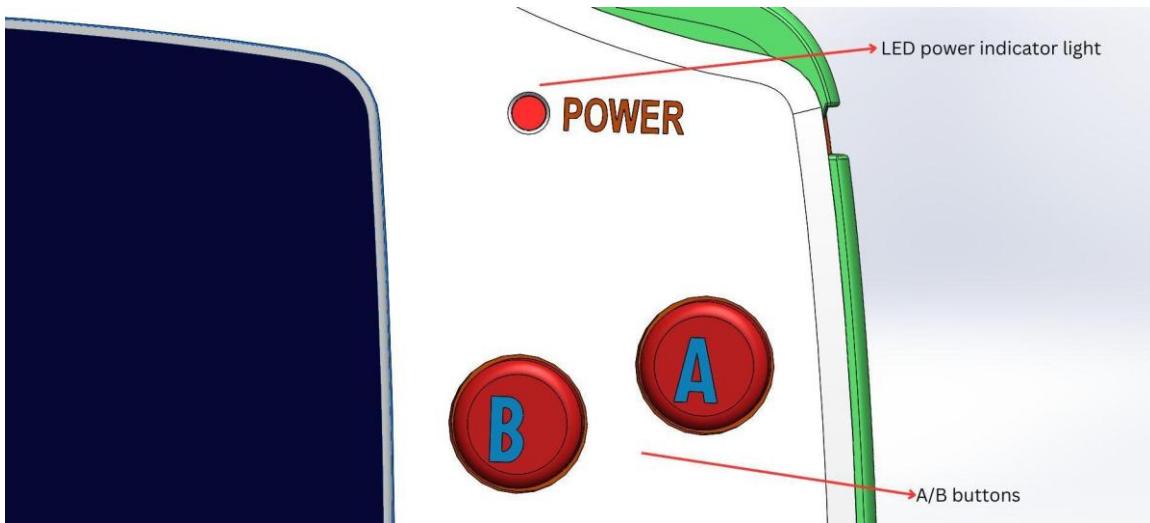


Figure 5.4-6

5.4.6. Reflective touch pad functionality and connections.

With its reflecting LED surface and touch-sensitive navigation, the reflective LED touch pad as seen as below adds style to the console while facilitating precise menu navigation and on-screen activities.

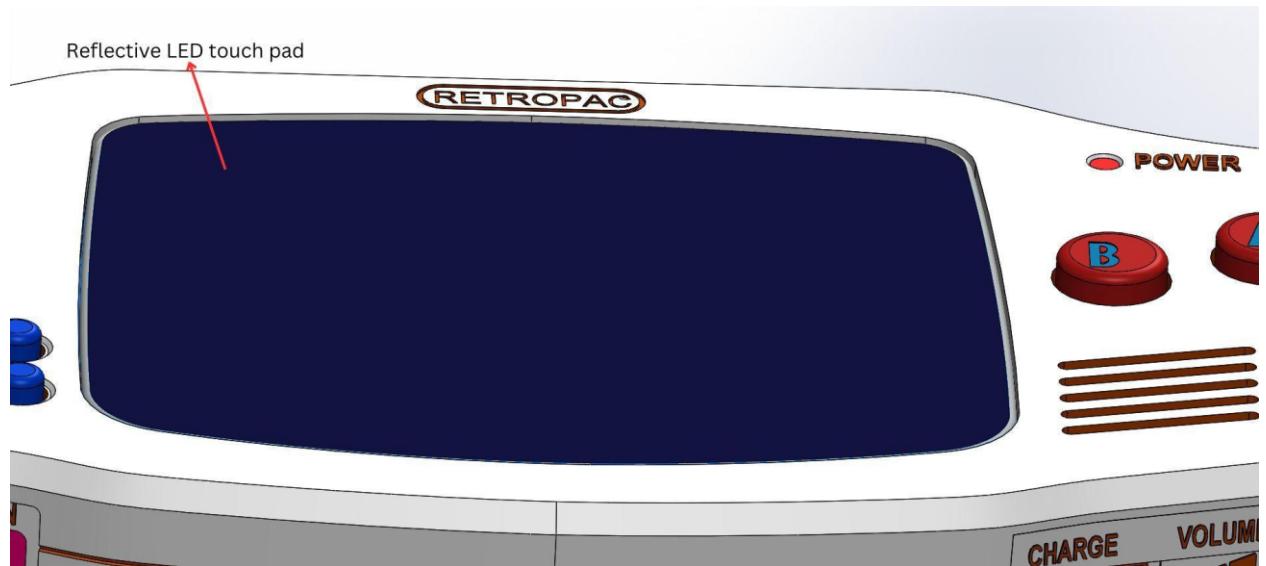


Figure 5.4-7

5.4.7. Zoomed-in bottom view

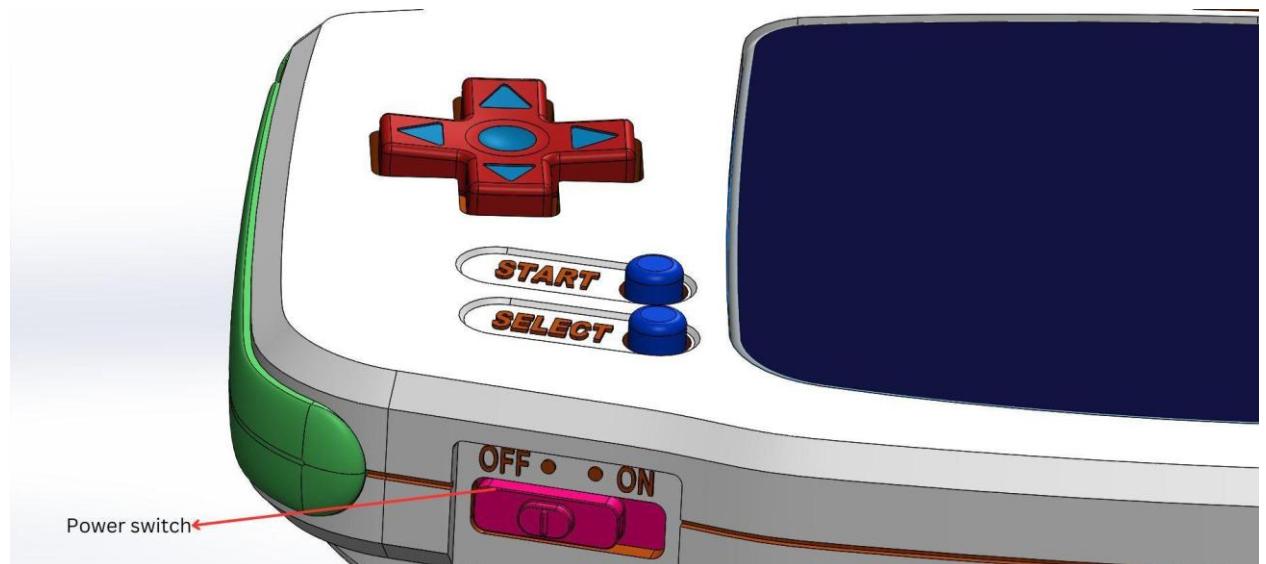


Figure 5.4-8

The power switch as seen in the figure above is an easy-to-use feature that allows RetroPac to be turned on and off quickly while also saving energy and battery life by allowing the device to be turned off when not in use. Users may easily enjoy the sound of classic games by adjusting the volume to their preferred level with the haptic and accurate volume control knob as seen in the figure below. RetroPac's internal battery may be readily recharged by users through the charging connector, making for a hassle-free experience. RetroPac's integrated speaker and amplifier produce high-quality sound output that improves gaming audio and accurately and richly reproduces the soundtracks and effects of vintage video games.

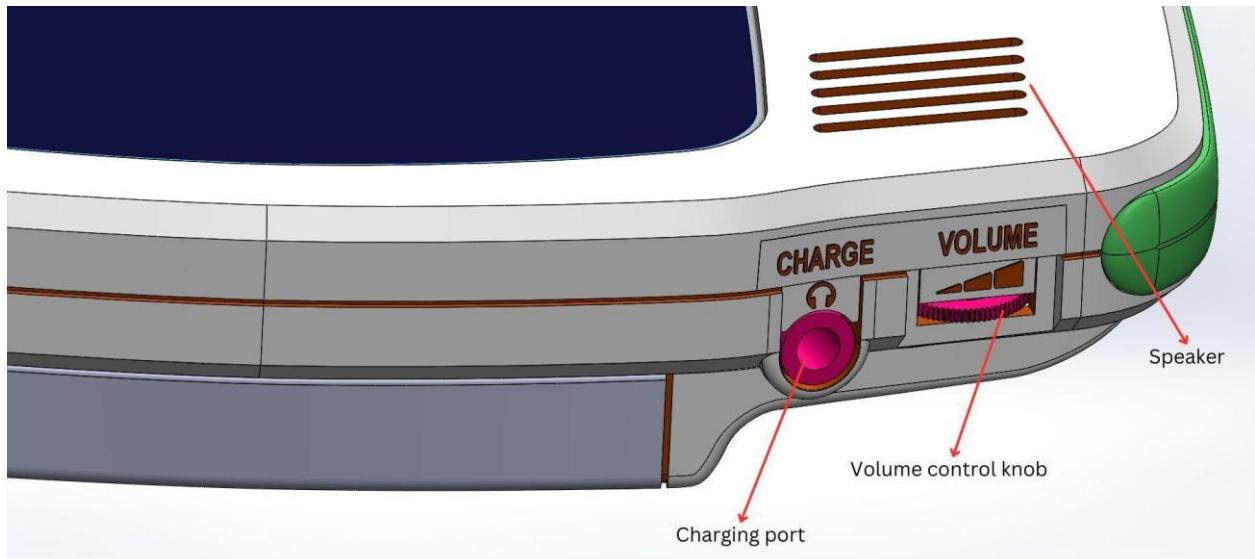


Figure 5.4-9

5.4.8. Back view

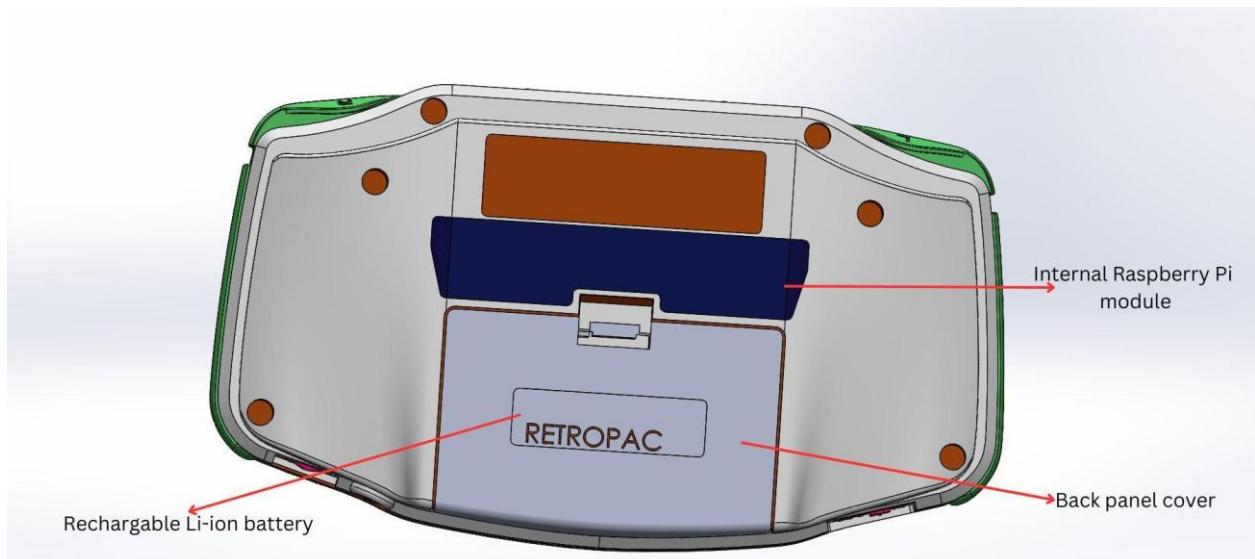


Figure 5.4-10

Rechargeable Li-ion batteries are included as seen in the figure above into the rear panel cover of the RetroPac, allowing for longer gameplay sessions and simple replacement when the battery runs out. This prolongs the device's lifespan and improves mobility. The Raspberry Pi module, which houses the CPU and GPU for game emulation and system management, is the computational heart of RetroPac. It offers portable, energy-efficient processing capability for a smooth gaming experience.

6. Software components

For precise vintage game reproduction and a flawless gaming experience, RetroPac's software components are necessary. They each have a specific role, and they all work together to produce a smooth gaming environment.

6.1. Operating System

The console's base is the lightweight, specially designed RetroPac operating system, which controls hardware resources and facilitates programme execution. Its main duties are input and output processing, setting management, and system startup.

6.2. Emulation Software

RetroPac is incorporating an emulator which is provided by Raspberry Pi. It is known as RetroPie is considered one of the best retrogaming emulators with high performance and quality graphics. This runs game ROMs and mimics the functionality of old-school gaming consoles. It executes games according to a predetermined procedure that includes state loading and saving, game control, rendering, and game selection. Users may store and load game states at any time while playing thanks to the software, which also records user input and analyses it to control the game and guarantee proper rendering of images and music. In addition to the normal 2 buttons, the Genesis/Mega Drive had a 6-button controller with 4 additional buttons. As shown in the figure 6.2.2 below the controller is shown on the screen with the functionalities. The majority of games work with this controller, while a tiny percentage don't. The figure below shows a default gaming view when Genesis emulator is incorporated.

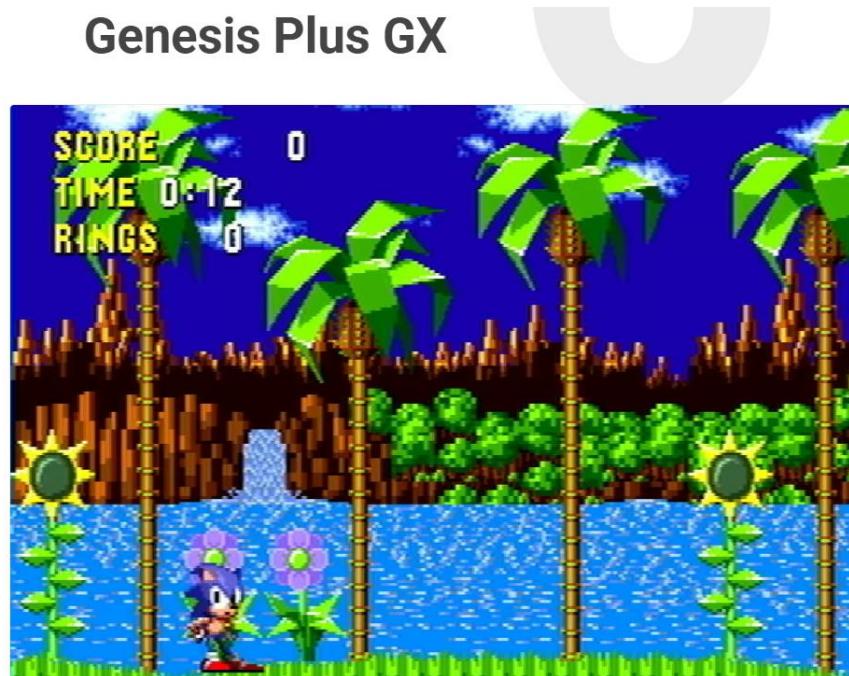


Figure 6.2-1



Figure 6.2-2

6.3. User Interface (UI)

With features including game selection, settings management, gamepad setup, system information display, and simple access to save and load states while playing, the RetroPac user interface is straightforward to use and intuitive. Users get access to system statistics, button mapping customization, and game browsing and selection from their library.

6.4. Game Library and Online Store

A vast selection of pre-installed retro games make up RetroPac's game library, which may be increased via online store. In addition to buying and downloading games, users may explore the library and manage their collection, which includes browsing, organising, and removing titles. Users may take advantage of a variety of gaming experiences using this system.

6.5. Save States and Multiplayer Support

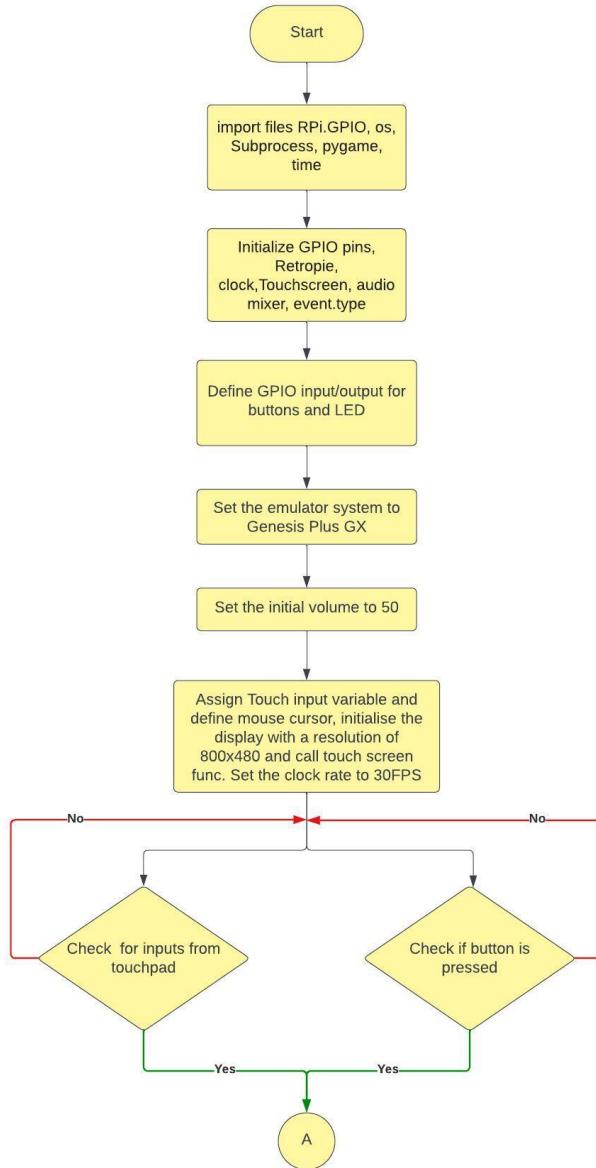
With features like save states, local multiplayer, and internet play, RetroPac improves game experiences. Gamers may resume where they left off at any moment by saving and loading their game states. In addition, it allows local multiplayer for games that have their own characteristics.

6.6. System Updates

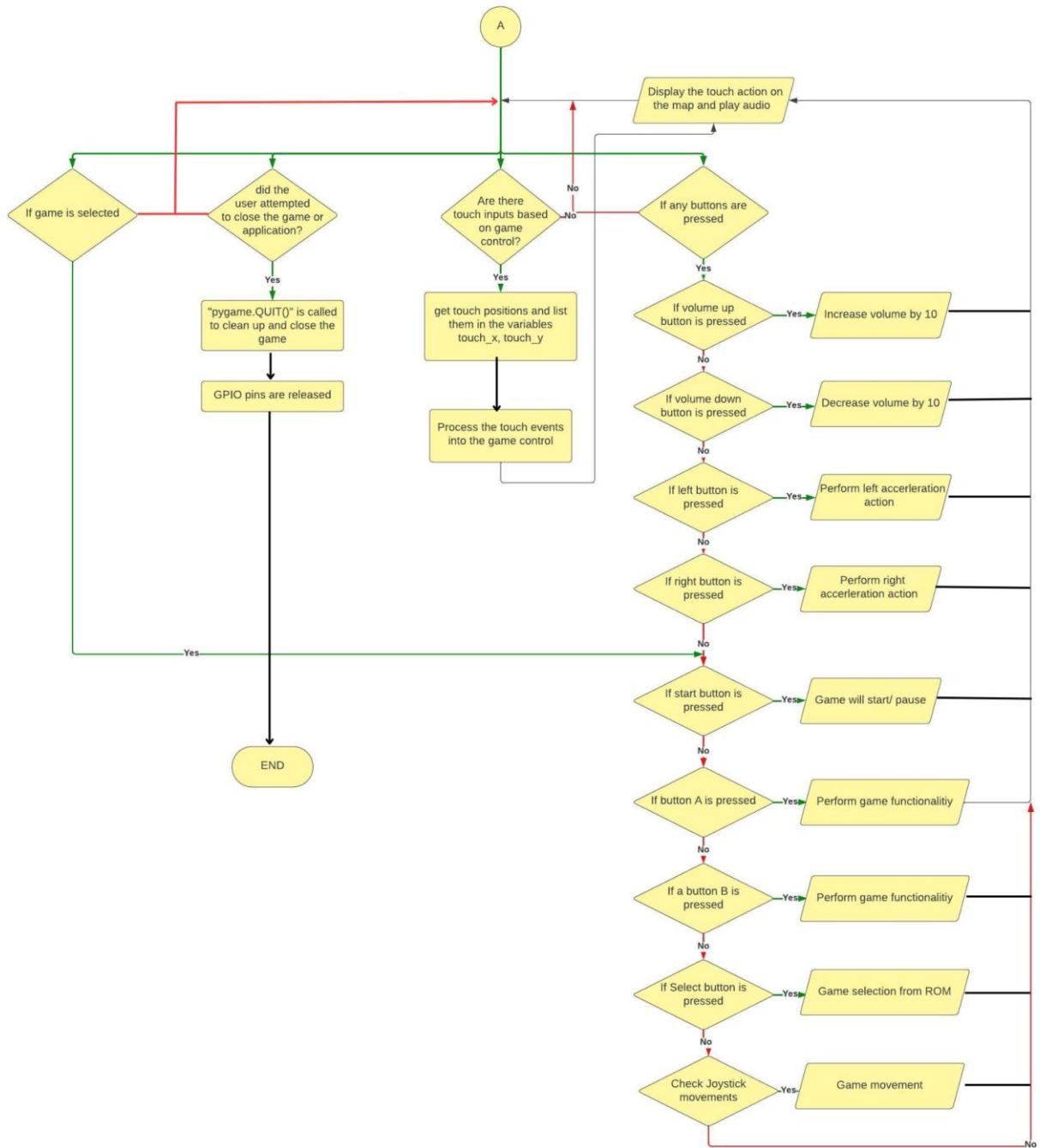
RetroPac is a console that receives updates using an update system. It searches for firmware and software updates, notifies users when they are ready for download, and installs them automatically, requiring a restart when necessary.

RetroPac offers a user-friendly interface, supports classic games, and maintains nostalgia through meticulous implementation of software components for a seamless retro gaming experience.

6.7. Flowchart of the code



flowchart 6-1


flowchart 6-2

6.8. Full software implementation

```

✓ import RPi.GPIO as GPIO
import os
import subprocess
import pygame

# Initialize GPIO pins
GPIO.setmode(GPIO.BCM)

# ... Define GPIO pins for buttons and LEDs ...
# Example:
power_indicator_led_pin = 16
volume_up_button_pin = 18
volume_down_button_pin = 22
left_button_pin = 11
right_button_pin = 13
start_button_pin = 15
a_button_pin = 21
b_button_pin = 24
select_button_pin = 26
JOYBUTTUP = 29
JOYBUTTDOWN = 31
JOYBUTTRIGHT = 35
JOYBUTTLEFT = 37

# Initialize RetroPie
# Path to RetroPie's main menu
retropie_menu_path = "/opt/retropie/emulators/retroarch/bin/retroarch"
# Specify the emulator and system you want to use
emulator = "lr-genesis-plus-gx"
system = "genesis" # You can change this to match your system

# Set initial volume
volume = 50


# Initialize the touchscreen
pygame.init()
pygame.mouse.set_visible(False) # Hide the mouse cursor
screen = pygame.display.set_mode((800, 480)) # Adjust the resolution as needed
touch_device = pygame.Surface((800, 480)) # Use a Surface as a placeholder for touch input
clock = pygame.time.Clock()

# Initialize the direction pad
pygame.joystick.init()
joysticks = [pygame.joystick.Joystick(x) for x in range(pygame.joystick.get_count())]

# Initialize the audio mixer
pygame.mixer.init()
pygame.mixer.set_num_channels(8) # Adjust the number of audio channels as needed

# Load game audio files
# Example:
game_sound = pygame.mixer.Sound("game_sound.wav")

# Main game loop
while True:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            pygame.quit()
            GPIO.cleanup()
            quit()

```

```

# Get touch input from the touchscreen
for touch in touch_device.get_rect():
    touch_x, touch_y, touch_width, touch_height = touch
    if touch_x < 100 and touch_y < 100:
        # Handle touch in a specific area
        # Map the touch action to a game control
        # Play audio when a touch event occurs
        # Example:
        game_sound.play()

    if not GPIO.input(power_indicator_led_pin):
        # Turn off the power indicator LED
        GPIO.output(power_indicator_led_pin, GPIO.LOW)
        # Quit RetroPie and stop game emulation
        subprocess.run([retropie_menu_path, "--close-content"])

    if not GPIO.input(volume_up_button_pin):
        # Increase volume
        volume += 10
        subprocess.run(["amixer", "-c", "0", "sset", "PCM,0", f"{volume}%+"])

    if not GPIO.input(volume_down_button_pin):
        # Decrease volume
        volume -= 10
        subprocess.run(["amixer", "-c", "0", "sset", "PCM,0", f"{volume}%-"])

    if not GPIO.input(left_button_pin):
        # Perform left acceleration action in the game
        # You need to map this to the emulator's controls

    if not GPIO.input(right_button_pin):
        # Perform right acceleration action in the game
        # You need to map this to the emulator's controls

    if not any(GPIO.input(pin) for pin in (JOYBUTTUP, JOYBUTTDOWN, JOYBUTTRIGHT, JOYBUTTLEFT)):
        game_move = {"x": 0, "y": 0}
        if not GPIO.input(JOYBUTTUP):
            game_move["y"] = -1
        elif not GPIO.input(JOYBUTTDOWN):
            game_move["y"] = 1
        if not GPIO.input(JOYBUTTRIGHT):
            game_move["x"] = 1
        elif not GPIO.input(JOYBUTTLEFT):
            game_move["x"] = -1
        # Perform movement in game or menu
        # You need to map this to the emulator's movement controls

    if not GPIO.input(start_button_pin):
        # Start or pause the game
        subprocess.run([retropie_menu_path, "-s"])

    if not GPIO.input(a_button_pin):
        # Perform action A in the game
        # You need to map this to the emulator's controls

    if not GPIO.input(b_button_pin):
        # Perform action B in the game
        # You need to map this to the emulator's controls

    if not GPIO.input(select_button_pin):
        # Select the game
        subprocess.run([retropie_menu_path, "-L", emulator, rom_path])
        # Check for new game selection from the SD card
        # Path for ROMS on the SD card
        roms_path = "/home/pi/RetroPie/roms/" + system

```

```

for rom_file in os.listdir(roms_path):
    if rom_file.endswith(".zip"):
        rom_path = os.path.join(roms_path, rom_file)
        subprocess.run([retropie_menu_path, "-L", emulator, rom_path])

# Update and draw the game graphics on the screen
# Render the game graphics to the 'screen' surface

pygame.display.flip()
clock.tick(30) # Limit the frame rate to 30 FPS

# Clean up GPIO and exit
GPIO.cleanup()

```

Code 6-1

7. Design constraints

Functionality, pricing, performance, size, power, and energy efficiency are just a few of the limitations and difficulties the RetroPac product must overcome in order to live up to consumer expectations and stay competitive in the market.

7.1. Functionality

RetroPac attempts to faithfully simulate 8-bit and 16-bit games, which is difficult given the variety of hardware and software features of old-school game systems. It goes through rigorous compatibility testing, debugging, and frequent updates to fix frequent updates to fix compatibility problems and boost performance in order to achieve compatibility.

7.2. Cost

RetroPac seeks to minimise production waste by procuring components efficiently, using cost-effective manufacturing techniques, and striking a balance between high-quality components and cheap production costs.

Cost Elements	Price
Raspberry Pi 2 Model B+	60.07 AUD
Official Raspberry Pi 3 Case	15.65 AUD
CanaKit 5V 2.5A Raspberry Pi 3 Power Supply	15.59 AUD
Samsung SDXC 64GB Class 10 UHS-1 Card	22.17 AUD
AmazonBasics High-Speed HDMI Cable	14.97 AUD
Rii Mini Wireless 2.4GHz Keyboard with Touchpad	31.33 AUD
Average Labor Cost	5 AUD

Total Cost per unit	164.78 AUD
Total Price per unit	193.48 AUD

Table 7-1

RetroPac is priced at 193.48 AUD; this research compares its cost with that of its main competitors to ascertain its overall cost - effectiveness and value offer in the market, taking into account pricing variations and product characteristics. Compared to the highest competitor the cost saving is 16.76%.

Competitor	Price
Miyoo Mini	96.82 AUD
Retroid Pocket 2S	185.63 AUD
RG405M	262.05 AUD
Steam Deck	785.06 AUD
Retroid Pocket 3+	232.43 AUD

Table 7-2

7.3. Performance

The goal of the RetroPac gaming system is to accurately emulate classic games while preserving a fluid and lag-free gameplay experience. The console uses a multifaceted strategy that combines software optimisations and hardware acceleration to accomplish this. Utilising the Raspberry Pi 3 Model B+'s hardware acceleration function, the programme is optimised to provide lag-free and effective vintage game emulation. Even challenging games may be replicated accurately thanks to this hardware-driven method.

Additionally, the business pledges to release software updates on a regular basis to improve compatibility and emulation performance in response to the changing retro gaming market. As a result, RetroPac can adjust to the most recent advancements in emulation technology, guaranteeing a reliable and optimised gaming experience. RetroPac seeks to offer a high-performance gaming experience by combining hardware acceleration with frequent software updates. This would enable players to enjoy their favourite vintage games with accuracy, fluidity, and no lag, regardless of the intricacy or demands of the games being played. In terms of power efficiency when comparing the power consumption and gaming hours it provides 20% higher efficiecnay compared to its market counter parts.

7.4. Dimensions

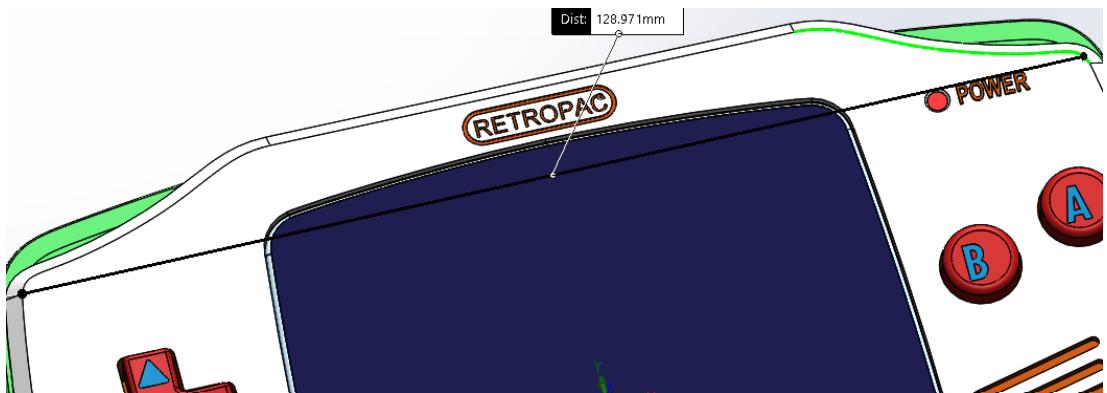


Figure 7.4-1

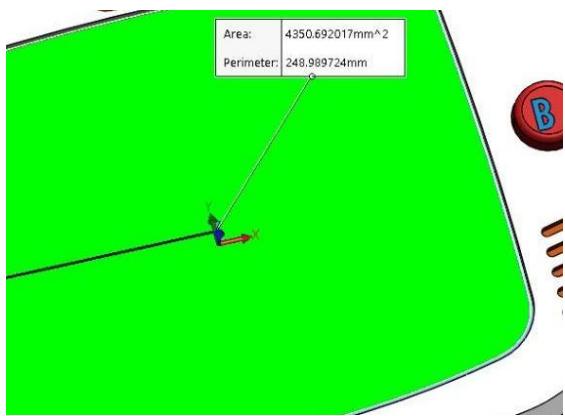


Figure 7.4-2

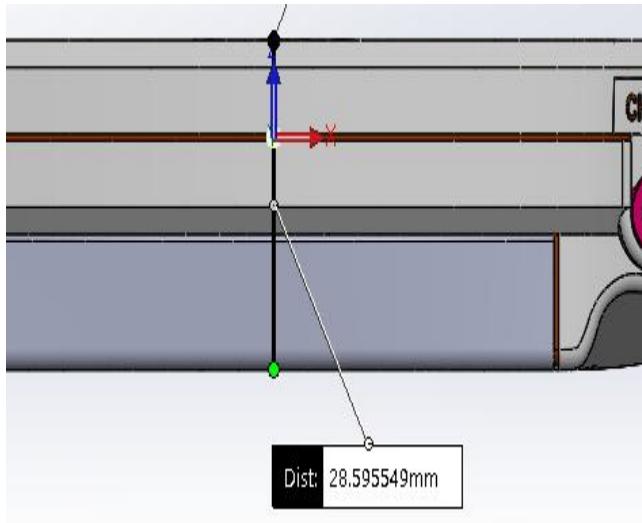


Figure 7.4-3

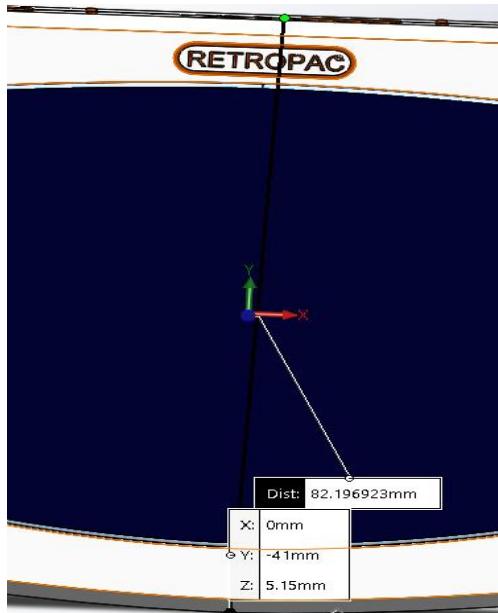


Figure 7.4-4

As the figures 7.4 to 7.4.4 illustrates. The length of the console in the product design is 129mm. The width of the console as shown above is 28.6mm. The screen area as shown above is 4350.7mm^2 . Height of the console is 82.2mm. The tiny size of the Raspberry Pi is a problem because it needs to be ergonomic and portable. This is addressed by the design, which minimises wasted space within the standard Raspberry Pi case by emphasising an efficient component arrangement and a minimalist philosophy.

The examination of well-performing handhelds sheds light on the aspects that the target market finds most recognisable and comfortable.

Device	Dimensions (mm)
Miyoo Mini Plus	93 x 47 x 19
Retroid Pocket 2S	162 x 82 x 28
RG405M	142 x 97 x 32
Steam Deck	311 x 117 x 49
Retroid Pocket 3+	162 x 82 x 28

Figure 7.4-5

7.5. Power and Energy

RetroPac has to overcome obstacles to maximise heat management and power efficiency. It should make advantage of sophisticated power management capabilities and low-power components to extend battery life and control power usage. Effective heat sinks and fans may assist control temperature, which is important for gaming sessions. Another important factor in preventing overheating is user knowledge.

The table shows industry standard norms and average power draw as well as power consumption figures for well-known competitors. One of the limitations of the method is having to buy a battery that functions reasonable well in the allotted amount of time.

Device	Power Consumption	Battery Capacity
Miyoo Mini Plus	3.7V	3000mAh
Retroid Pocket 2S	500-800mA	4000mAh
RG405M	3.7V	2500mAh
Steam Deck	15W	40Wh
Retroid Pocket 3+	14W	4000mAh

Figure 7.5-1

A flexible, creative team that is always looking for methods to boost performance, save prices, optimise size, and guarantee economical power and energy consumption is needed to design and produce RetroPac, a remarkable portable retro gaming experience.

8. Safety and Security features

RetroPac places a high priority on security and safety in its design, including a number of measures to guarantee gamers a fun and safe gaming experience.

8.1. Secure Boot Mechanism

By prohibiting unauthorised code execution, improving system integrity, and guarding against viruses and unauthorised alterations, RetroPac's secure boot process makes sure that only approved software operates on the device.

8.2. Data Encryption

RetroPac protects user accounts and stored games with data encryption, making important information safe and challenging for unauthorised users to access.

8.3. Parental Controls

RetroPac's parental control function lets parents and guardians limit their children's access to games and online activities, maintaining a secure gaming environment for players of all ages, and controlling content and console usage.

8.4. Regular Updates

In order to correct security flaws, resolve problems, and add new features, RetroPac needs frequent firmware and software upgrades. This is an essential security precaution against new threats.

8.5. Secure User Authentication

RetroPac ensures that only authorised users may use the device by limiting access to games and user profiles using secure user authentication techniques.

8.6. Trusted Online Environment

The online aspects of RetroPac, such as the shop and multiplayer options, are made to provide a safe and reliable environment that discourages fraud and unauthorised access.

8.7. User Privacy

RetroPac places a high priority on user privacy by enforcing stringent standards, restricting data collecting, and protecting user information while improving gaming experience.

8.8. Warranty and Customer Support

In order to support customers and built confidence in the product's dependability and safety, RetroPac offers a warranty programme and customer service. This guarantees that customers will get assistance as soon as possible.

8.9. Thermal Management

With features like a reflecting LED screen, a reduced power-rated battery, a heat-resistant casing material, and a separate rear panel for battery dissipation, thermal management is a top emphasis. The rear panel facilitates effective heat intake and discharge, averting overheating during prolonged gaming sessions and charging. Due to its effective heat-dissipation properties, the heat-resistant plastic casing material is chosen to minimise perspiration and provide comfort during prolonged gaming sessions.

During gameplay, the device's temperature is ideal due to the reduced thermal build-up caused by the lower power-rated battery. The console's long-term endurance is maintained by its power-efficient design. During intense gaming sessions, the

reflecting LED screen with a black base colour improves heat outflow through thermal radiation, cooling the interior and keeping the temperature within a safe range.

These heat management techniques put the comfort of the user first, guard against overheating, and preserve the console's long-term dependability. Superior gaming performance is guaranteed without sacrificing comfort or safety thanks to the combination of effective thermal radiation mechanisms, reduced power-rated components, and heat-dissipating design features.

RetroPac strives to offer a safe and entertaining gaming experience by putting in place security measures that protect users' information, privacy, and stop illegal access, guaranteeing a secure gaming environment for players of all ages.

9. Maintainability features implemented

Maintainability is given top priority in the RetroPac design, guaranteeing that the console will continue to be updated, used, and functioning for the duration of its existence. It has features that make support and maintenance simple.

9.1. User-Replaceable Battery

Since the battery on the RetroPac system is user-replaceable, owners can prolong the console's life and make sure they can keep playing their favourite games without having to pay for expensive repairs.

9.2. Software & Firmware Updates

Easy to use and automatic, RetroPac updates console firmware and software to ensure frequent bug fixes, improved performance, and security vulnerabilities. Even non-technical users may use it to keep their systems up to date. We use the internet connectivity in the Raspberry Pi to download

9.3. Support and Warranty

RetroPac offers a thorough warranty programme and support system that covers probable flaws and malfunctions during the warranty term, guaranteeing users peace of mind and technical help. RetroPac is therefore a dependable and well-supported product.

9.4. Community Development

By encouraging developers and fans of retro gaming to produce unique emulators, game modifications, and other features, RetroPac ensures that the platform stays current and active while user-generated content improves the gameplay experience.

9.5. Future Development

RetroPac is made with future growth and enhancement in mind, taking into account potential backward compatibility, stretch goals, cloud gaming, VR/AR capabilities, and improved peripherals like a TV output docking station. RetroPac is kept up to speed and in step with changing gaming trends thanks to these plans.

Easy component replacement, console upgrades, support, and active development are made possible by RetroPac's maintainability capabilities, which also increase the product's lifespan and turn it into a dynamic, user-driven platform for retro gaming.

10. Inclusion of stretch goals and future development

With ambitious stretch goals and planned future updates to improve the gaming experience, increase its capabilities, and keep its place in the gaming community, RetroPac is a dynamic platform for retro gaming. With these lofty objectives, RetroPac hopes to maintain its leading position in the gaming world.

10.1. Backward Compatibility

In order to enable users to discover a greater variety of classic games, RetroPac seeks to improve support for previous gaming generations, including 4-bit and 2D arcade games. This feature, which expands the gaming library and gives players access to a greater range of gaming history, necessitates the creation of more emulators and optimisation for older systems.

10.2. VR/AR Integration

RetroPac intends to enhance its gaming system with virtual reality (VR) and augmented reality (AR) capabilities, enabling players to relive vintage games in fresh and engaging ways. The creation of specialised hardware and software will be required for this integration, which will improve gameplay and provide beloved games new perspectives.

10.3. Community Development

RetroPac seeks to develop an environment in which users may produce and distribute their own emulators, game modifications, and other add-ons. RetroPac will continuously get user-generated material as a result of encouraging community-driven development, which will enhance the variety and depth of the gaming experience. This content will include fan-made modifications and unique emulators for certain games or systems.

10.4. Cloud Gaming

RetroPac intends to incorporate cloud gaming services, giving customers access to a larger game selection without requiring them to download and save big files locally. This will need the creation of safe and effective streaming services for the retro gaming

community, guaranteeing that players may play a large selection of games without worrying about storage space.

10.5. Enhanced Accessories

RetroPac intends to introduce an array of improved add-ons, such as a docking station, to augment the gaming encounter and increase its functionality. RetroPac will take on new dimensions with these attachments, enabling players to connect the system to bigger screens, increase control options, and customise their gaming experience.

RetroPac is dedicated to ongoing development and growth, hoping to stay current and interesting for players while honouring the lengthy heritage of retro gaming. Users may expect a rich and constantly changing vintage gaming experience thanks to its stretch goals and upcoming updates.

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