



MTEC 2280 Final Presentation

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Description

So originally, it was meant to be a game using the potentiometer to be used to move left and right. It was working. However, I couldn't get the collision part down for when the player collides/intersects with the obstacles. I was in a bit of a situation there. It took me hours to try and figure it out.

Instead, I just created another short project. I decided to make a music project. What this does is that the songs are played/chosen. You can use the potentiometer to change the rate(speed) of the song. Once it gets turned to a certain value, then the song will change. As the values get changed, the LEDs also change. So if you were to have a value up to 155/255, then 2 LEDs light up.



Concept

The whole point of the original game was so that people can try and test their skills on how steady they are. Since the potentiometer is being used to go left and right while trying to avoid obstacles, it's a game where you have to be careful.

The whole point for the music project is so that people can feel like they have a mini concert for themselves or to troll around with friends. I saw troll because of the `.rate()` (speed).



How to use it?

The original game, you would turn the potentiometer to the left and right. You have to avoid the obstacles while going upwards since for the game, you start at the very bottom and then you slowly make your way up. You don't have to worry about going up since it will constantly be going up slowly. After each level, the speed of it going upwards changes. It goes faster as the rounds go on. Once you complete 4 levels, you win. If not, you lose. The LEDs are indicators to show how many levels you passed/completed.

The music game, you can turn the potentiometer to control the speed of your song. It would show the LEDs what speed it's at. One lighting up for half speed, two for normal, and three for double. Once the potentiometer is turned about three quarters to the right, then it will be able to change the song.

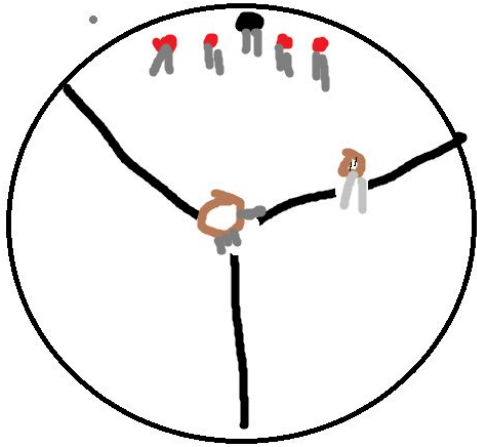


Does it work?

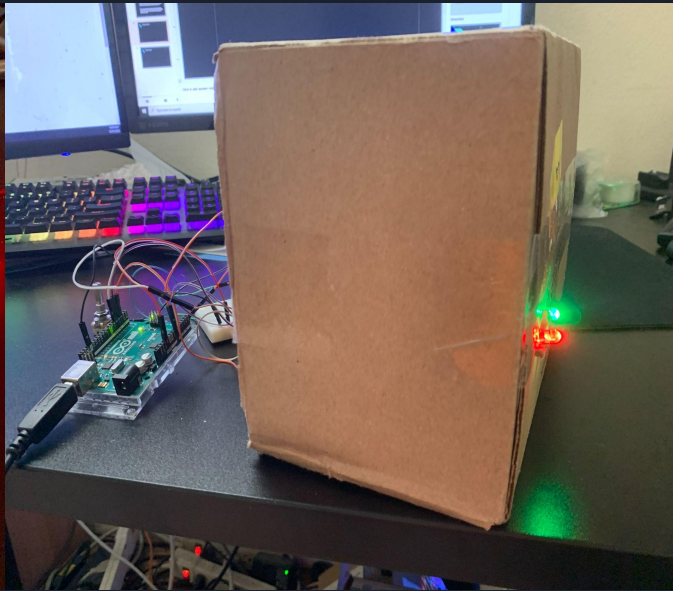
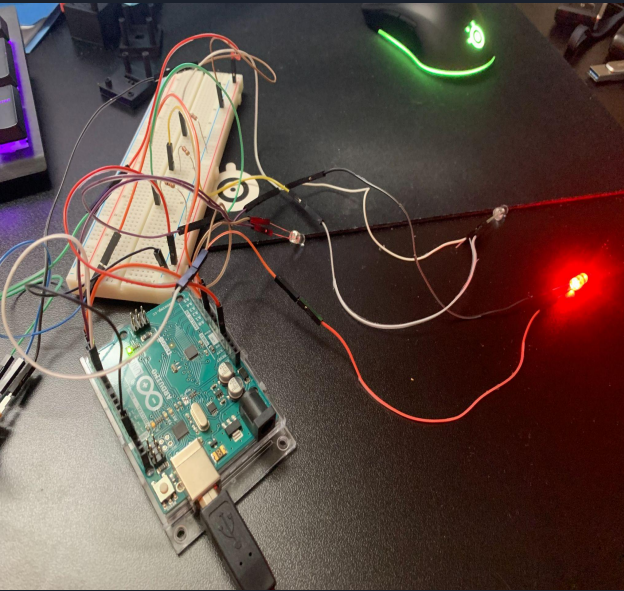
For the original game, it does work correctly. Even though the collision of the obstacles isn't working, it still works since there was no code imputed there for it. But with an attempted code for the obstacles, it does not work.

For the music project, it doesn't work properly. For some reason, the LEDs don't reset and when the values are responding. Also, the song doesn't change for some reason because of it. There is also some weird noise about 5-10 seconds after it's played.

Original Game



Music Project





Thank
You