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CodeTimers – Design Document

ART385

For this assignment we were tasked to work with the Timer class to encapsulate and do asynchronous timing. Using our potentiometer and switch to run two timers to do a simple interaction.

Timer #1 – potentiometer will adjust the speed in which the image flickers

Timer #2 – pressing z will print the zoom image randomly around the screen

In this project when z is pressed, it will flicker the zoom.png file. The screen will stay blank if z is not pressed. Next, adjusting the potentiometer will adjust the speed in which the zoom image is being flickered on the screen.

Intended Audience – this project was created for my ART385 interaction design class and for any classmates in that class.

Reflection: I had some trouble getting Arduino and my breadboard to sync up and achieve the outcome that I wanted, but I was able to source code and look at examples to get this project working.