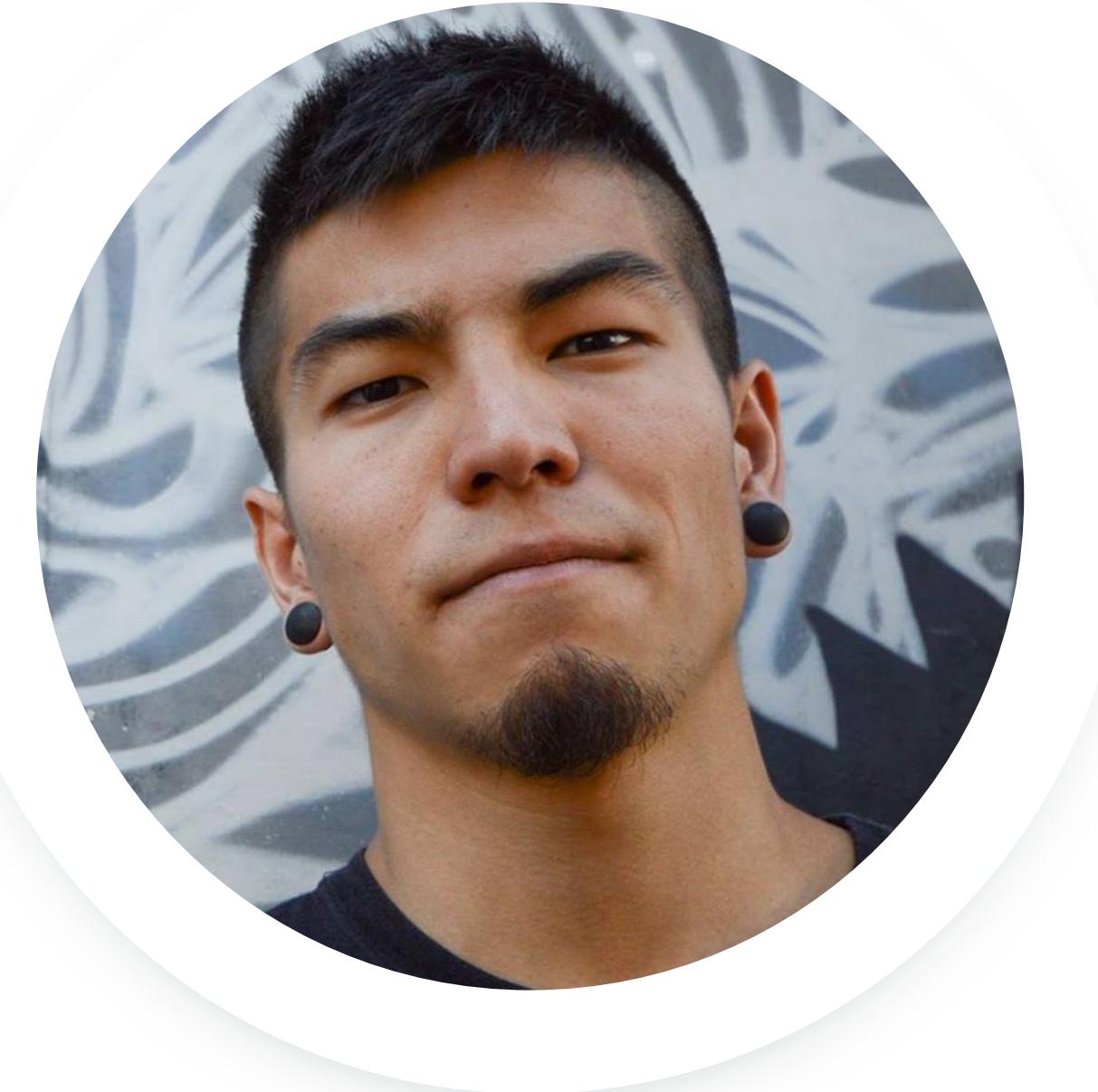


FlappyLight

Construindo Arcade Game com
NODE-RED e Arduino

Giovanni Kenji Shiroma



SENAI

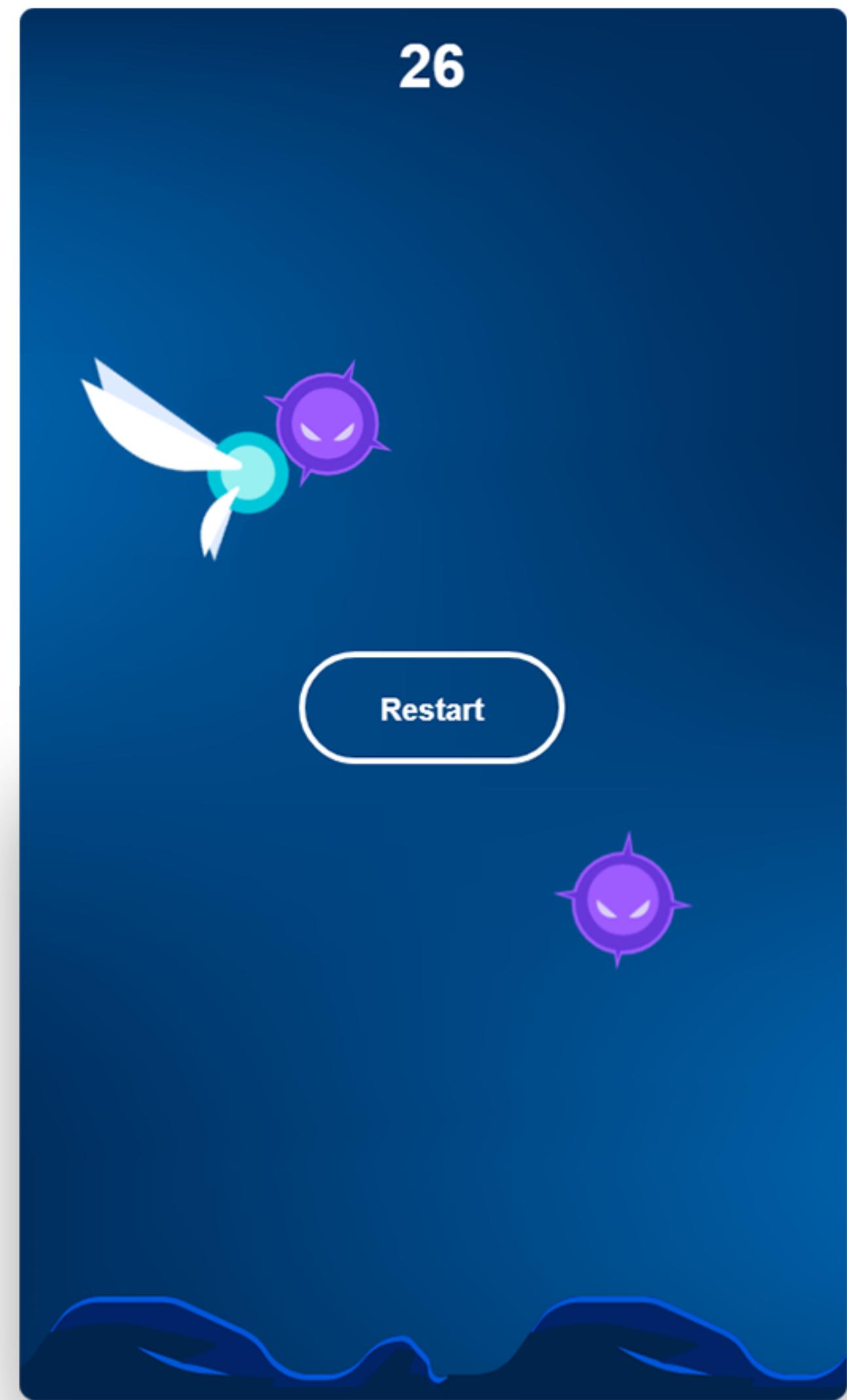
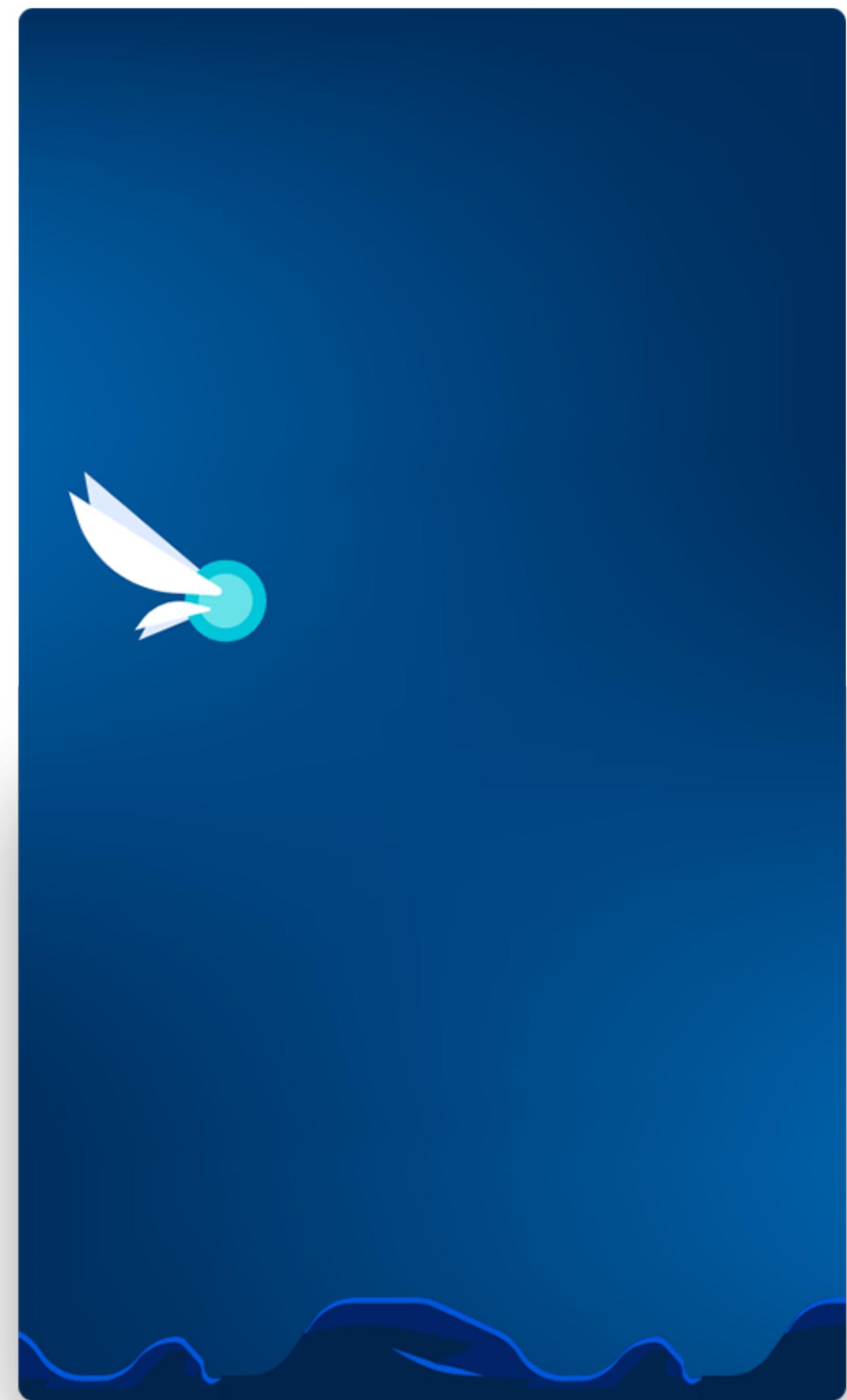
Giovanni Kenji Shiroma

**DESIGNER DIGITAL &
FULLSTACK DEVELOPER**

OBJETIVO

OBJETIVO

Mostrar como foi construído
o Arcade Game FlappyLight

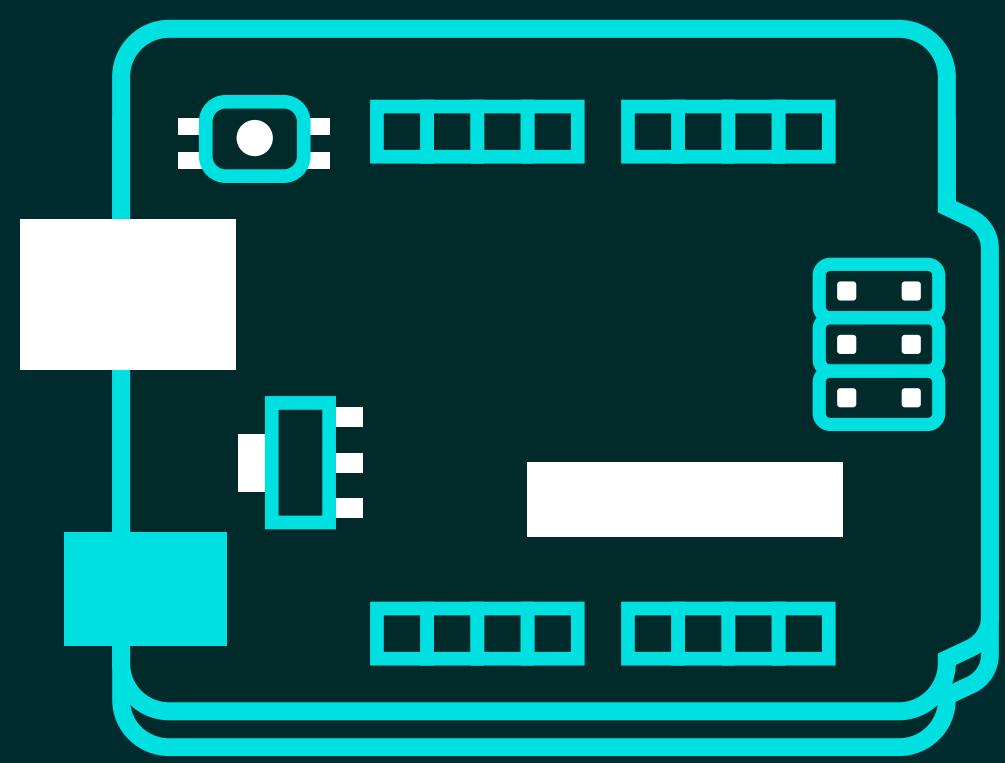


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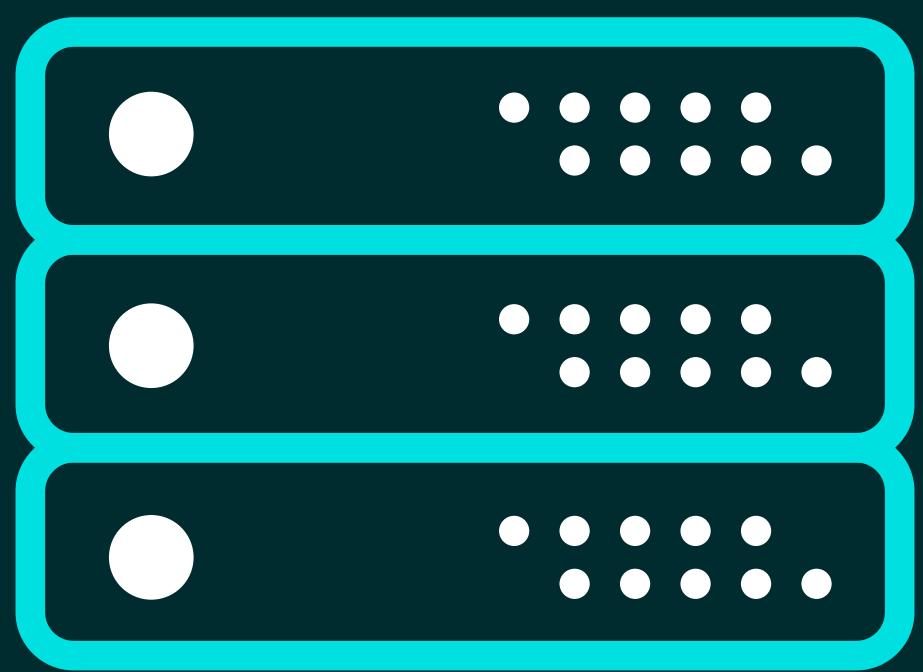


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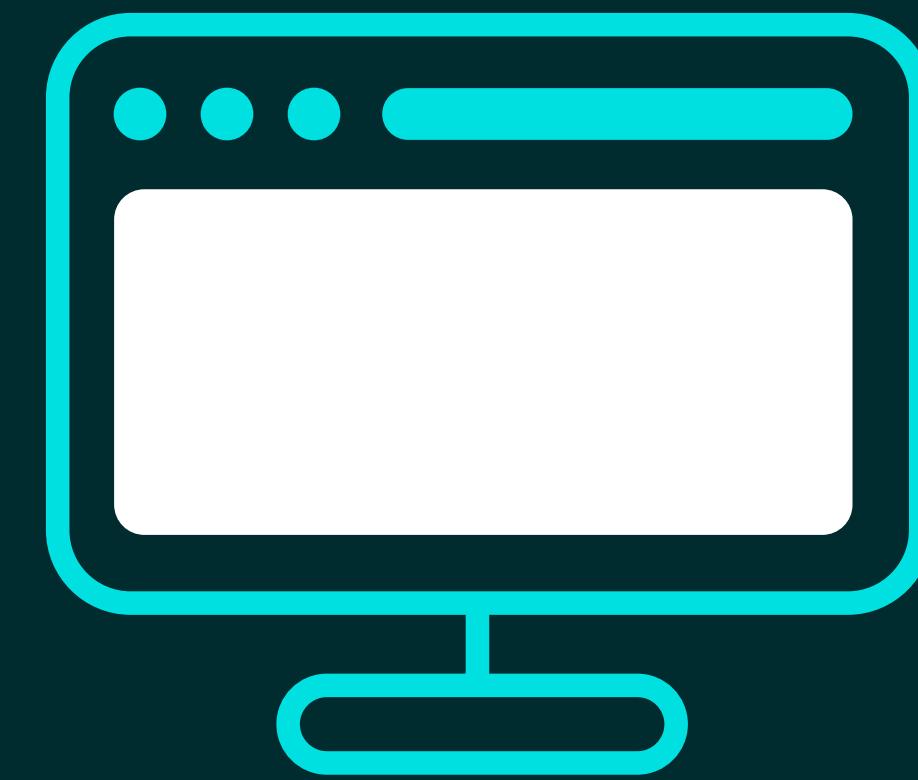




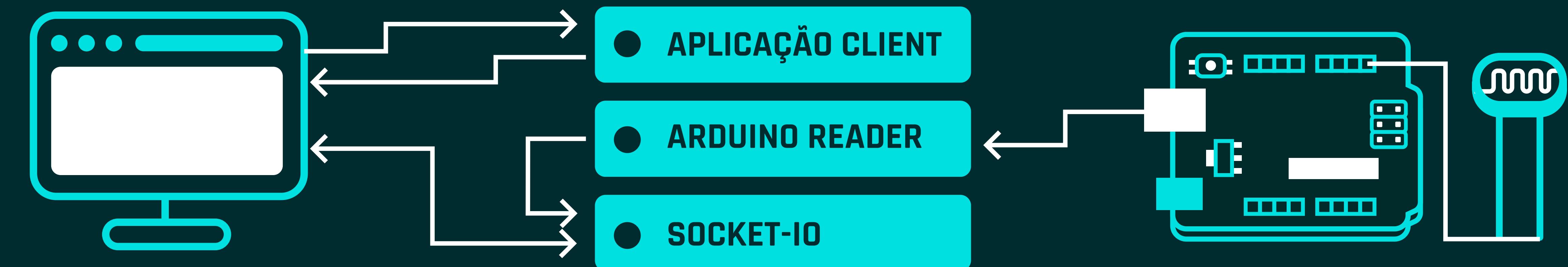
Arduino UNO



Servidor Client/Back



**Aplicação Client
(Game)**

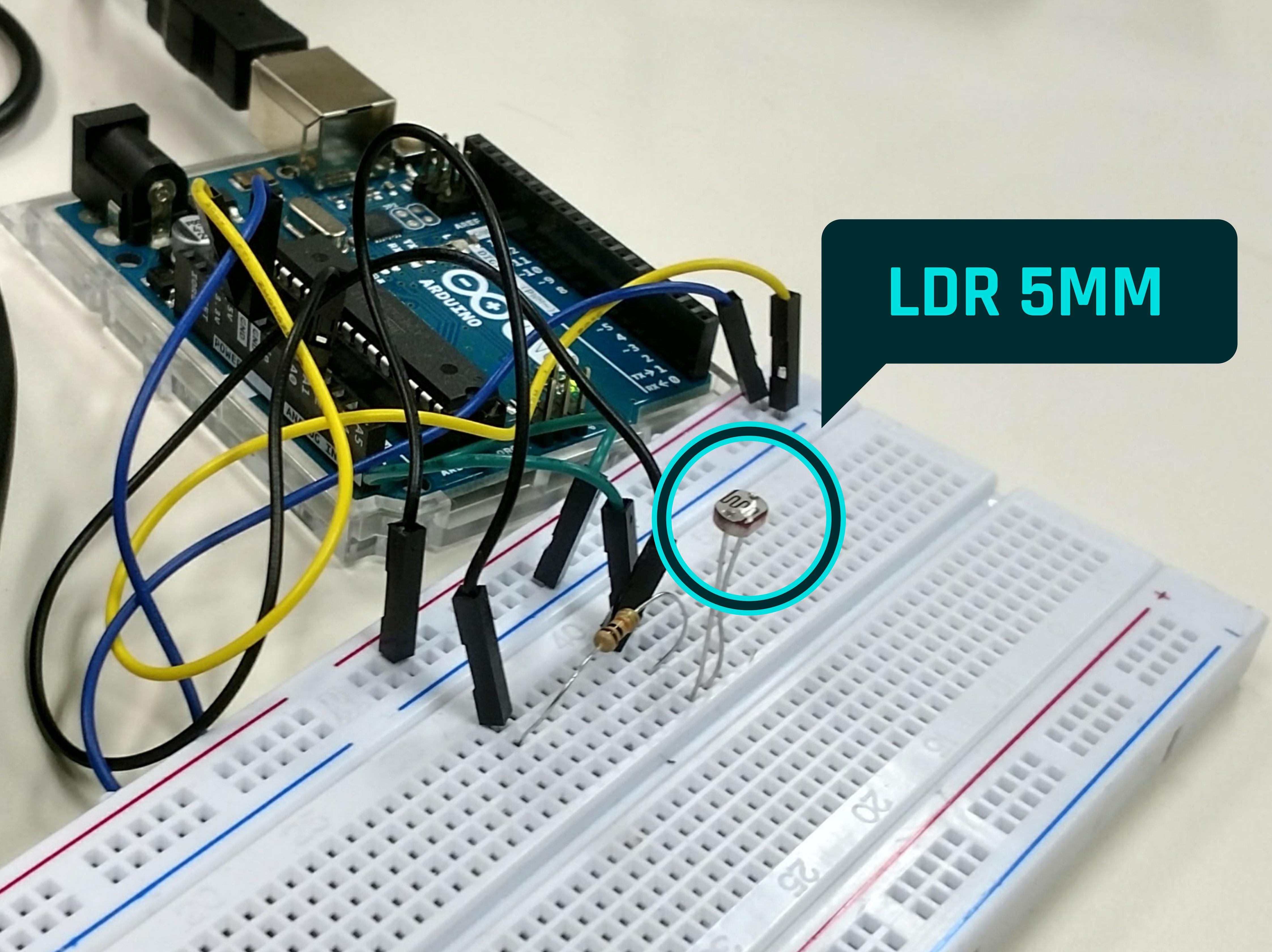


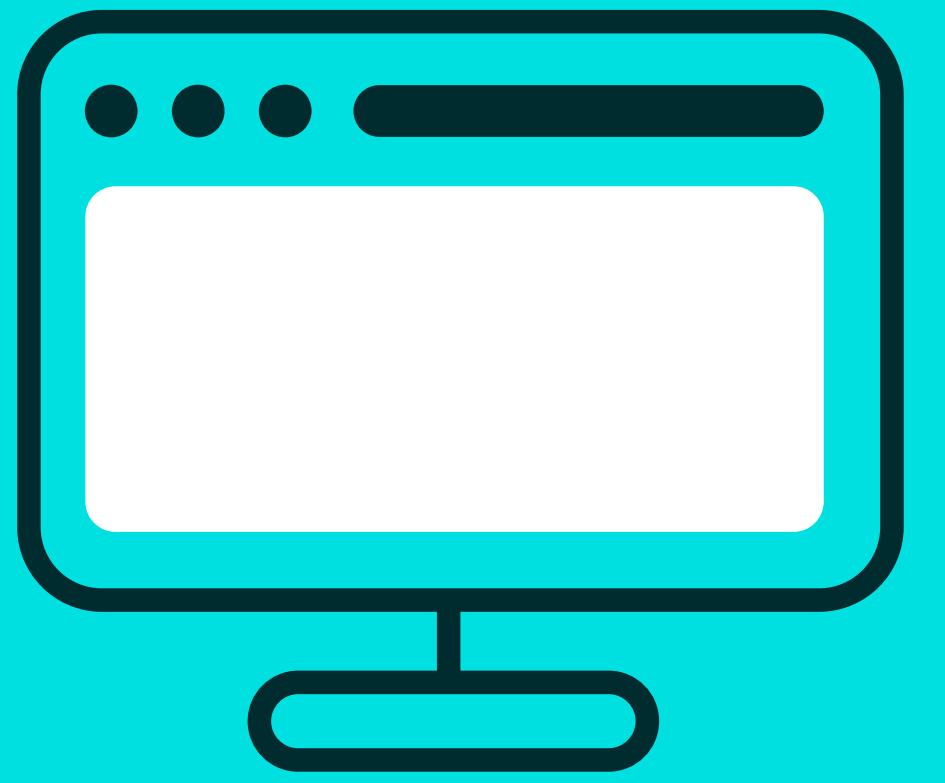
Aplicação Client
(Game)

Servidor Client/Back

Arduino UNO

LDR 5MM





**Aplicação Client
(Game)**

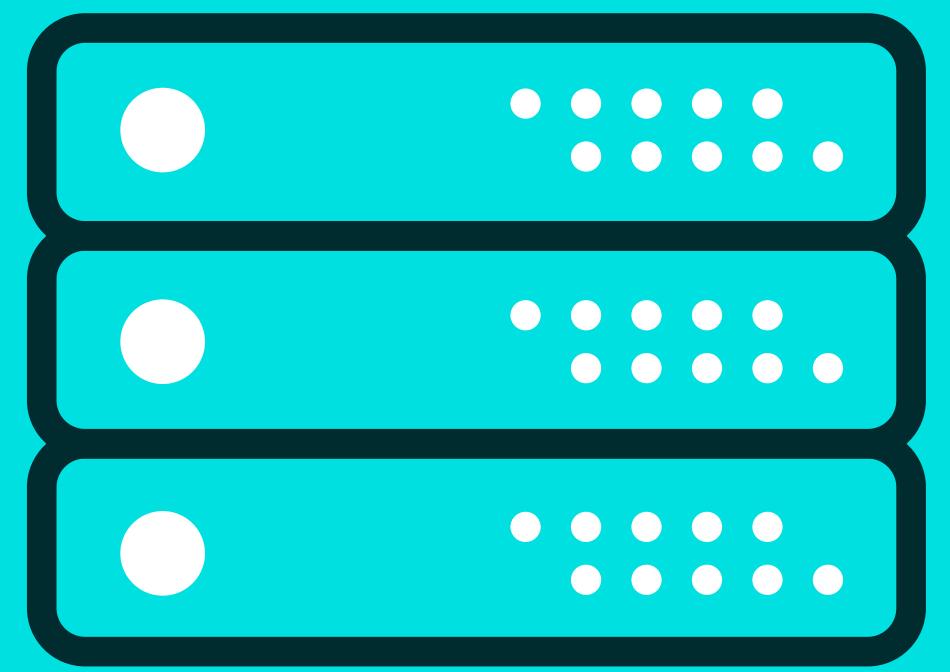


Webpack

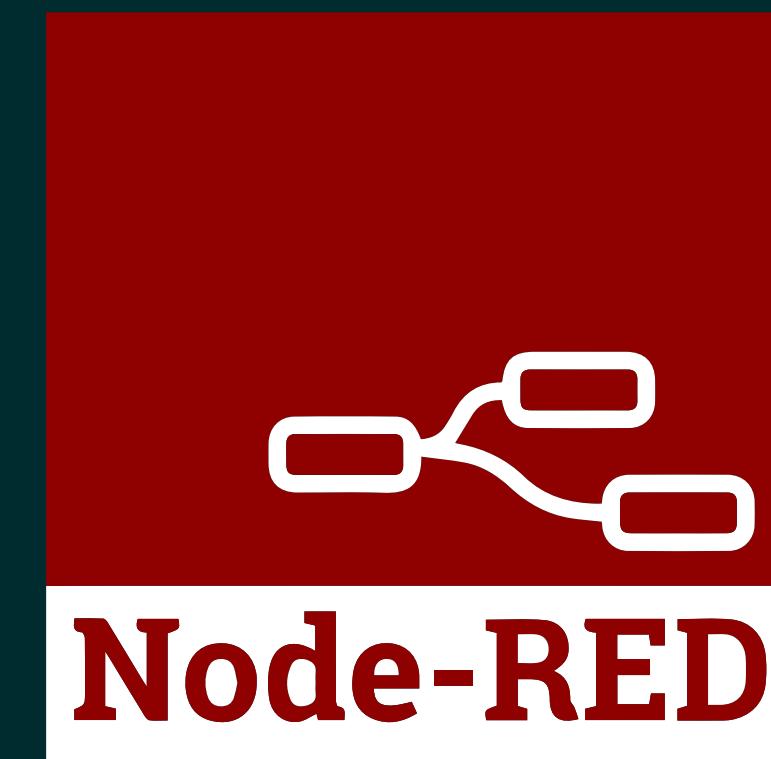


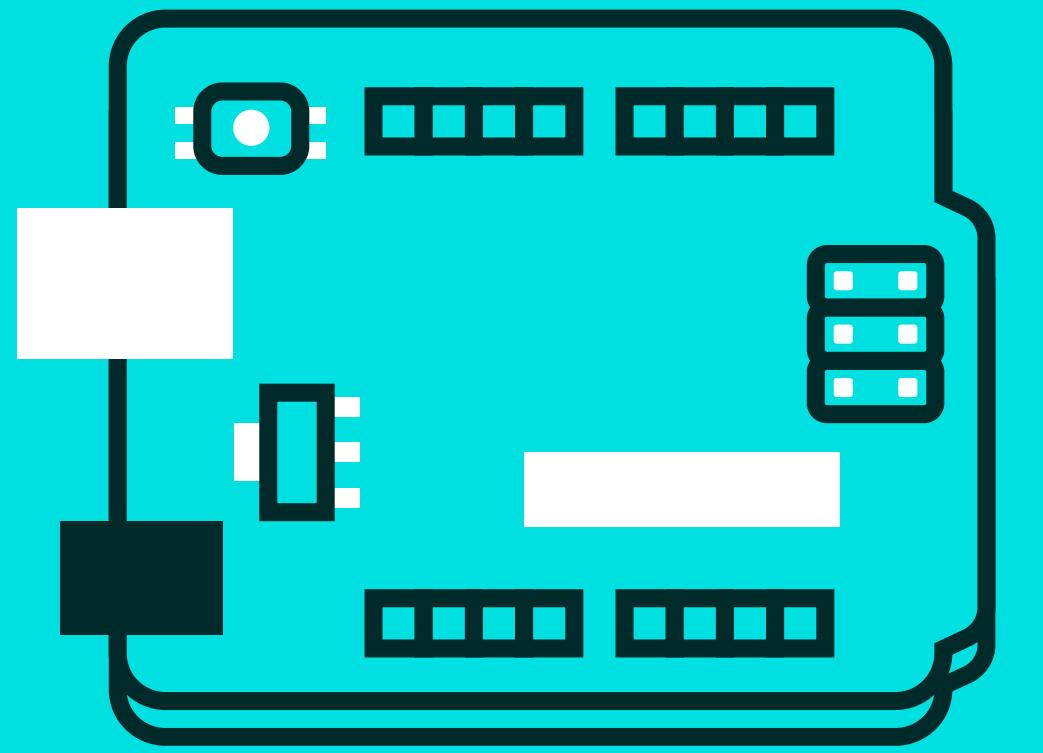
**socket.io
client**



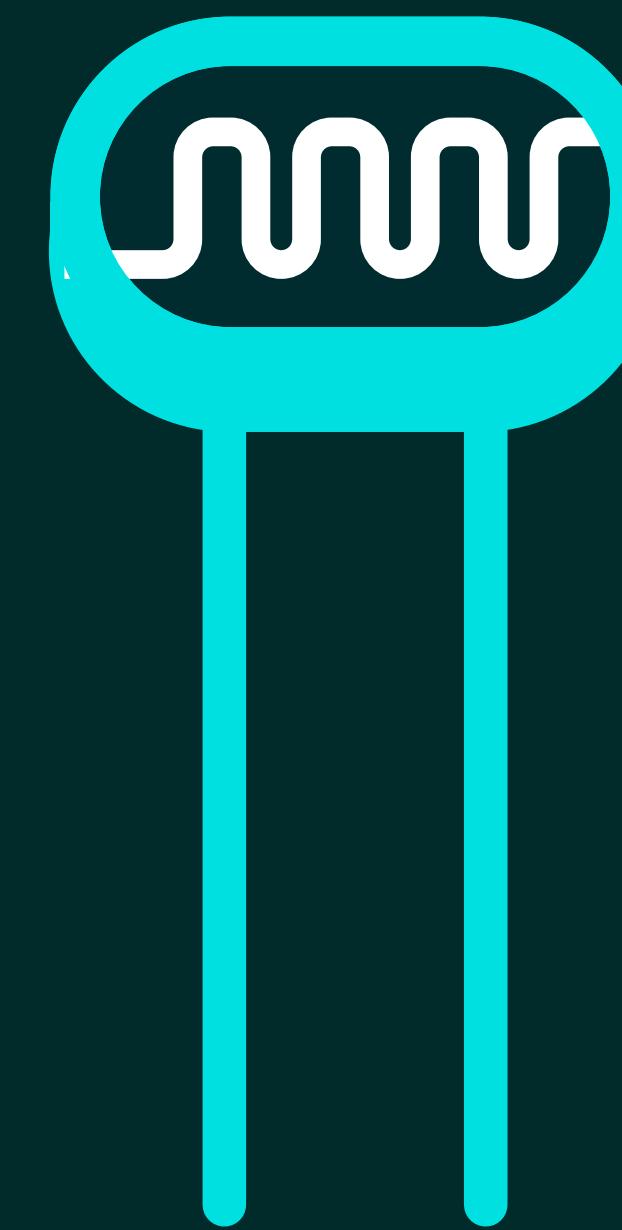


Servidor Socket





Arduino UNO



LDR 5mm

OBRIGADO!

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