

# FlappyLight

Construindo Arcade Game com  
NODE-RED e Arduino

Giovanni Kenji Shiroma



**SENAI**

Giovanni Kenji Shiroma

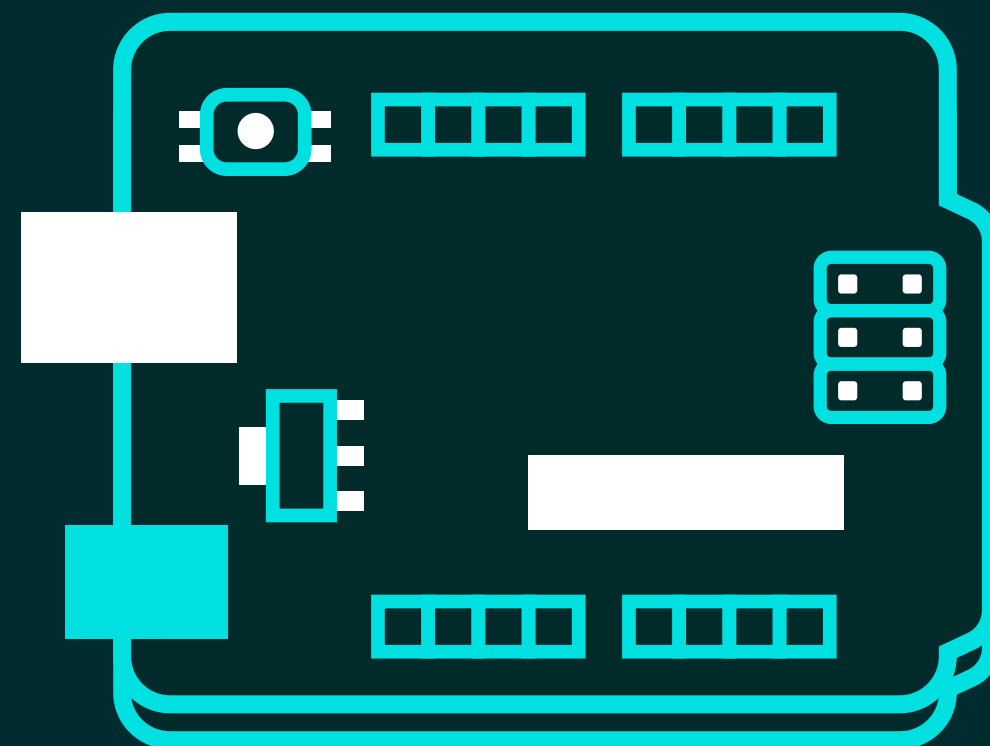
**DESIGNER DIGITAL &  
FULLSTACK DEVLOPER**

**OBJETIVO**

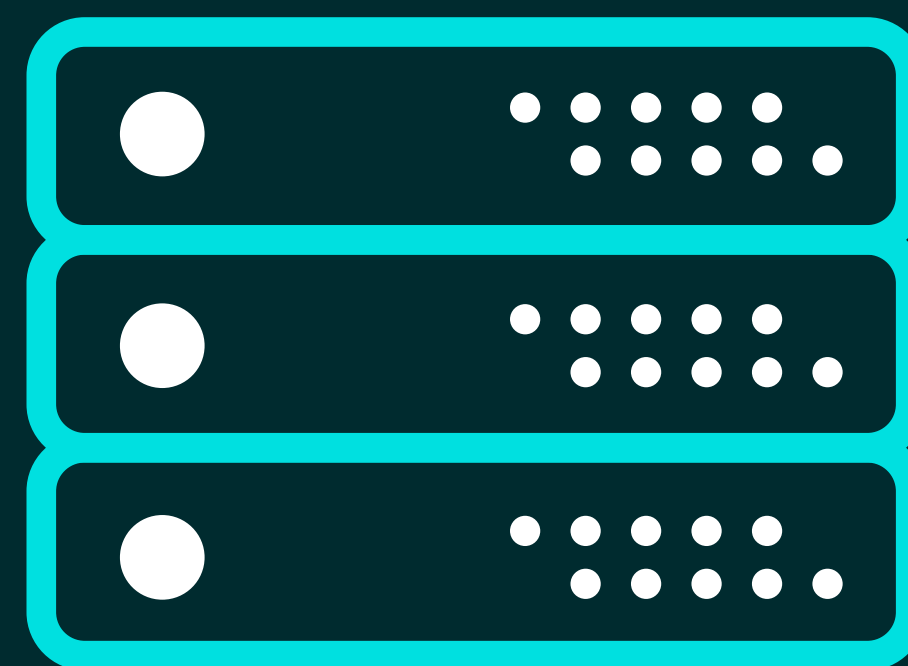
# OBJETIVO



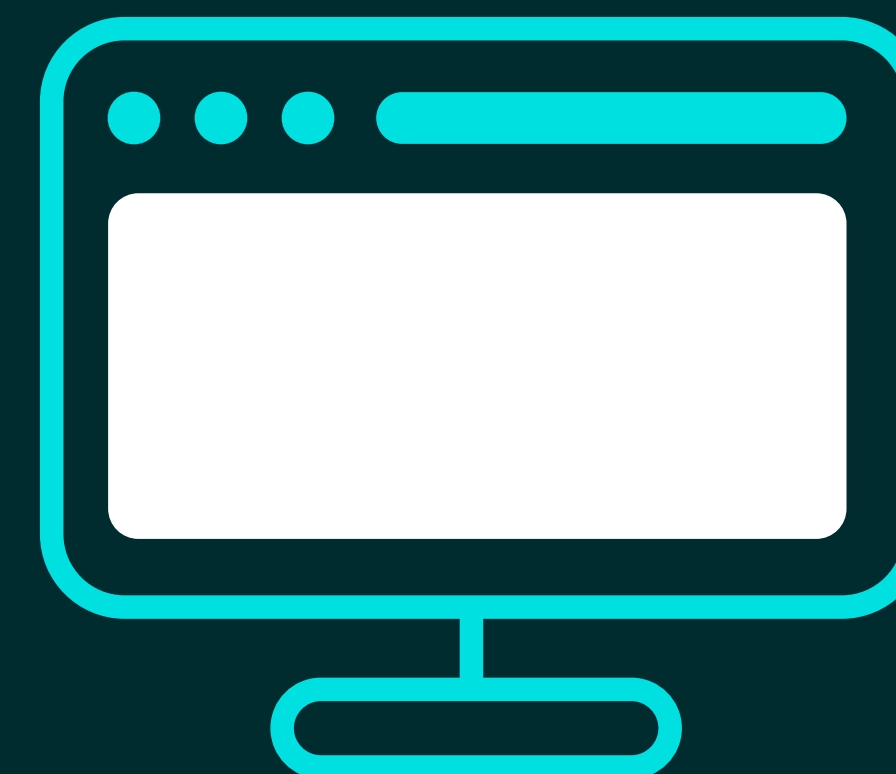
Mostrar como foi construído  
o Arcade Game FlappyLight



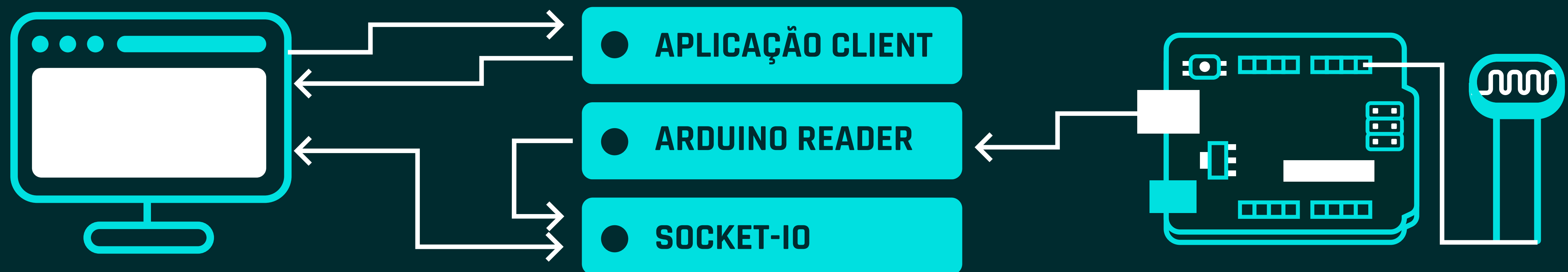
**Arduino UNO**



**Servidor Client/Back**



**Aplicação Client  
(Game)**



**Aplicação Client  
(Game)**

**Servidor Client/Back**

**Arduino UNO**



**Aplicação Client  
(Game)**



**Webpack**

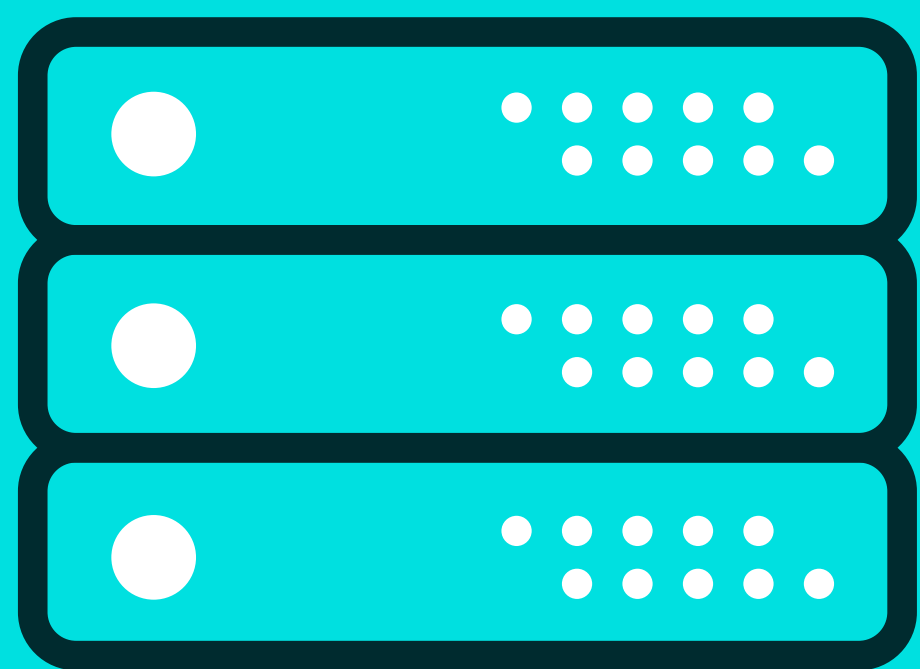
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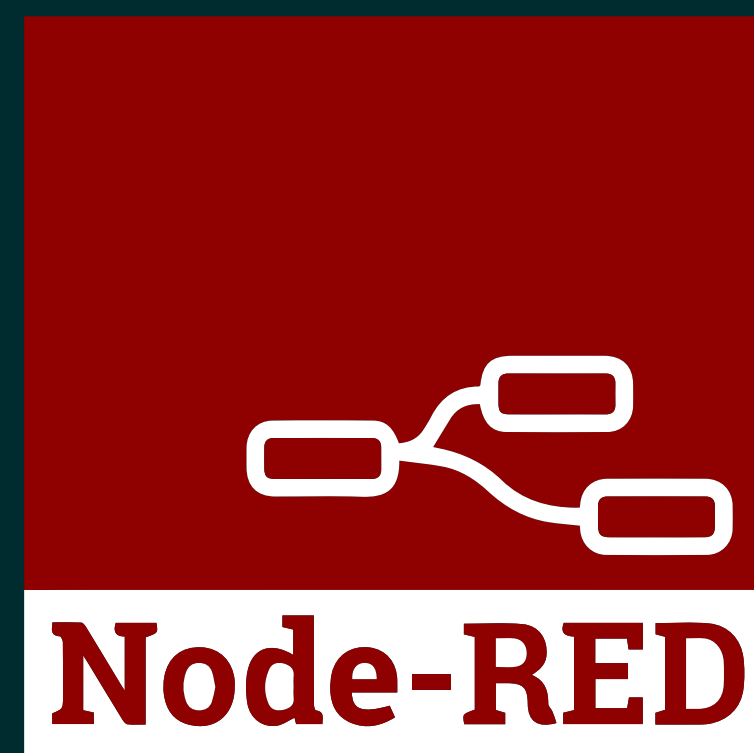
**socket.io**  
client

+

*Sass*



**Servidor Socket**

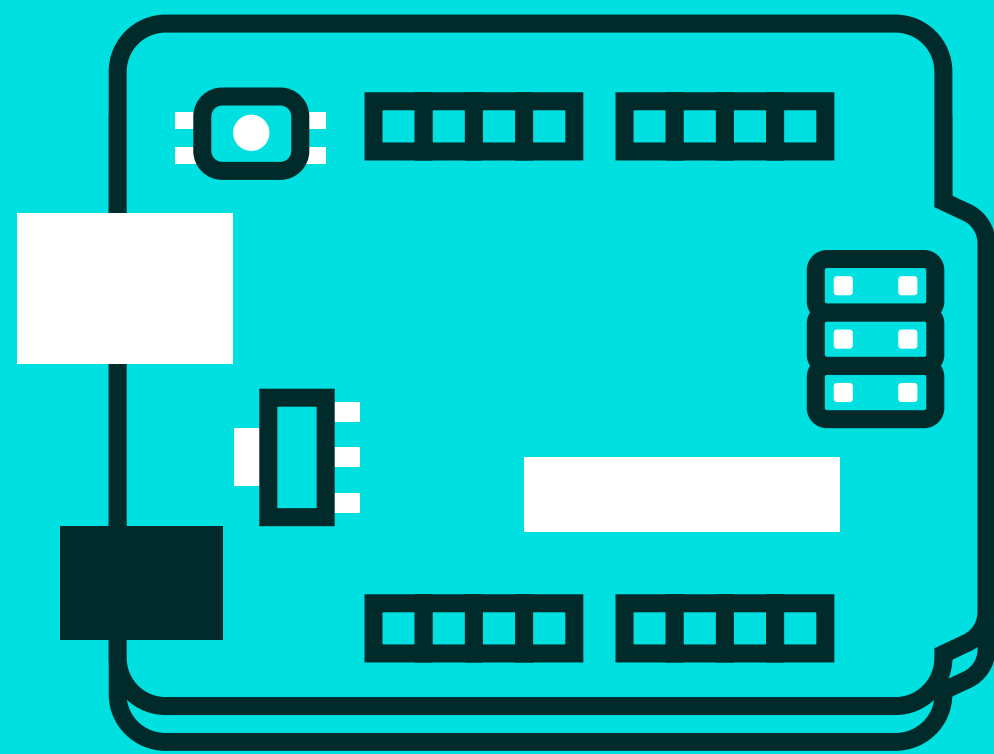


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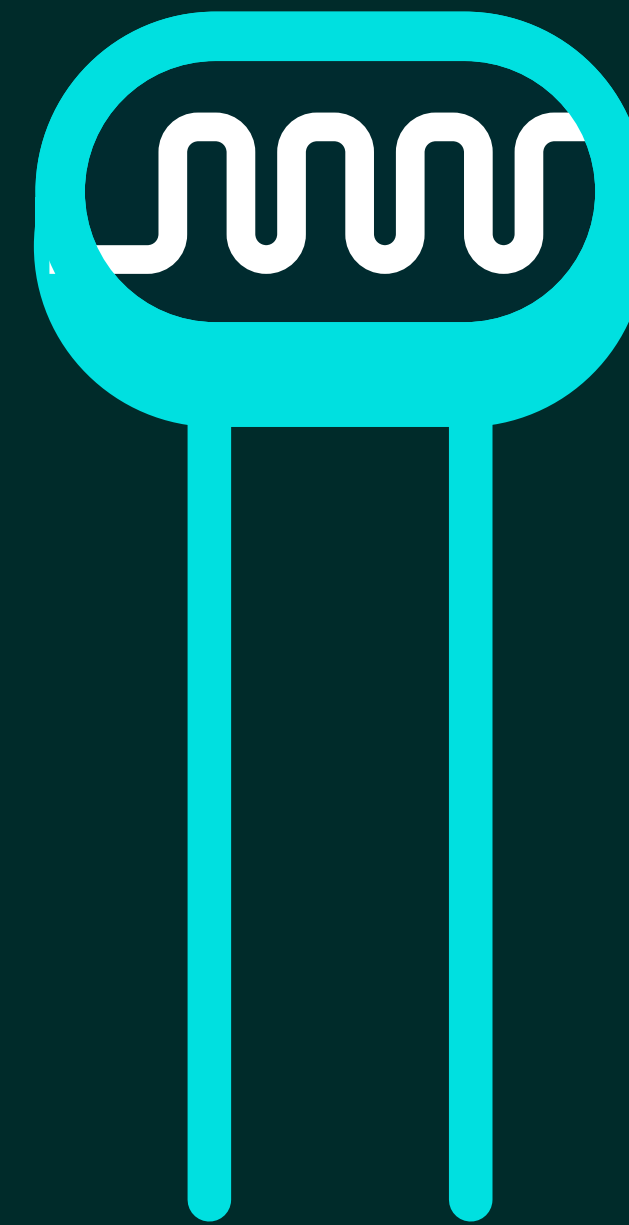


**socket.io**





Arduino UNO



LDR 5mm

# OBRIGADO!

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