TASK DIAGRAM

* Screen display resets position & velocity given collision

Periodic (osdelay?)

~ ballstruct ~

~ Obstacles ~

Gyro / Angle

* ↕ mutex

16 bits per angle

(atomic uint32)

↓ mutex

- Angle -

↓ mutex

mutex

Screen Display

No mutexes, controlled by system state

Semaphore

"ready"

Obstacle Task

↑ mutex   (atomic uint32)

- Quantum -

↑ mutex

Physics Engine

Semaphore

[Button]

Quantum

message Queue

LED Task