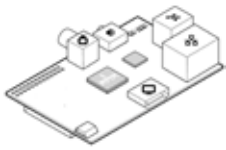
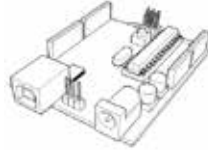


Raspberry Pi\* (the Brain)



Arduino (the Brawn)



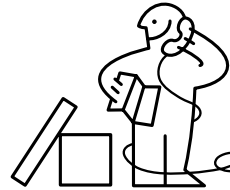
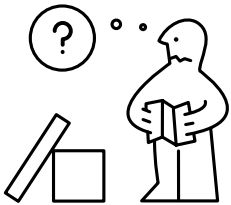
Misc electronic components



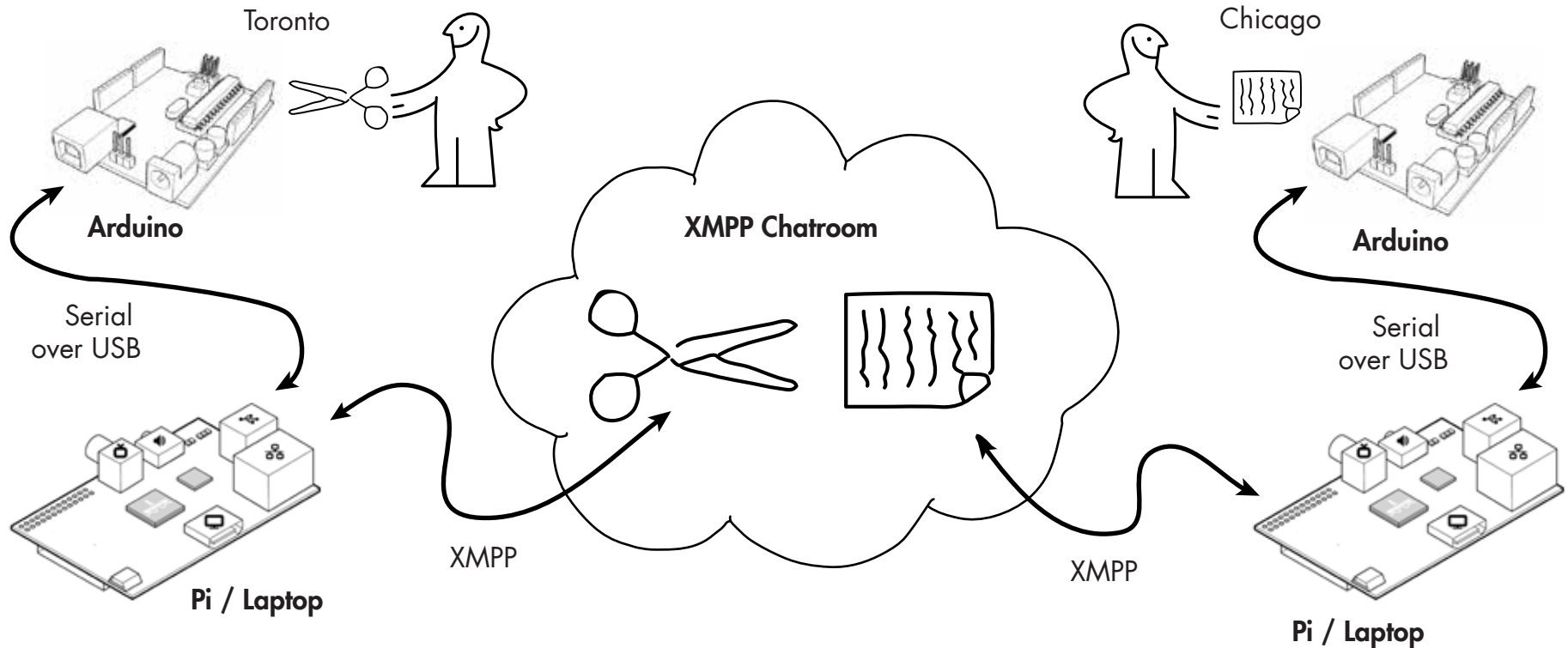
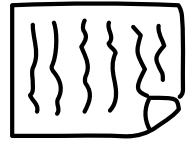
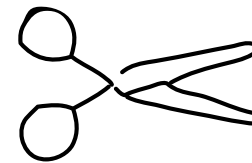
\* for now we'll just use your laptop instead of a Raspberry Pi

# RØCK PÅPER ÄWESOME


[https://github.com/educoder/rock\\_paper\\_awesome](https://github.com/educoder/rock_paper_awesome)



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## 1 Install the Arduino software

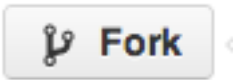
 <http://arduino.cc/en/Main/Software>

### Install Node.js and npm

```
brew install node  
curl http://npmjs.org/install.sh | sh
```

## 2 Fork the rock\_paper\_awesome repo

 [https://github.com/educoder/rock\\_paper\\_awesome](https://github.com/educoder/rock_paper_awesome)



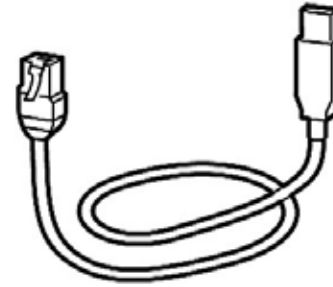
### Clone your forked repo

```
git clone git@github.com:username/rock_paper_awesome.git
```

## 3 Install dependencies

```
cd rock_paper_awesome  
npm install
```

## 4 Plug the Arduino into your laptop



### Figure out what `/dev/tty.usb*` the Arduino is on

```
ls -l /dev/tty.usb*
```

If nothing is listed, you may need to install additional drivers.

### Modify `rock_paper_awesome.node.js` config

Open `rock_papwer_awesome.node.js` in a text editor and change the `SERIALPORT` value to point to your Arduino's serial-port in `/dev/tty.usb*`

```
1 /*jshint node:true */  
2  
3 "use strict";  
4  
5 var SERIALPORT = '/dev/tty.usbmodemfa141';  
6 //var SERIALPORT = '/dev/tty.usbserial-A6006klc';  
7
```

## 5 Run the node service

```
node rock_paper_awesome.node.js
```

```
Glnt:rock_paper_awesome mzikowski$ node rock_paper_awesome.node.js
Cannot load StringPrep-0.1.0 bindings. You may need to `npm install node-stringprep`
*-----[ MY Node's STATE: 'OFFLINE'
*-----[ THEIR Node's STATE: 'OFFLINE'
```

## 6 Make a copy of the example Arduino sketch

```
cd arduino/rock_paper_awesome
cp rock_paper_awesome.example.ino rock_paper_awesome.ino
```

## 7 Open the copied sketch in the Arduino IDE



## 8 Think of some awesome ways to:

1. Allow the player to choose their weapon: Rock, Paper, or Scissors.
2. Allow the player to indicate that they are ready to play.
3. Show the other player's chosen weapon.
4. Show that the other player is ready.
5. Show that the other player is in the room.
6. Show who won, lost, or tied.
7. Other stuff? Dispense candy when we win? (Lightly) electrocute when we lose? It's up to you... just be awesome.

**9** ... modifying the arduino example

**12**

**10**

**11**

