

USER MANUAL

APO Semester Project

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The main goal of the project is to change the speed of the DC motor using knobs. There is also the game mode, where the user can try to set the right power in a limited time.

MENU

In the menu we can change the colour of the graph using upward and downward arrow. When we are satisfied with our choice we can press enter to accept the current setting. The menu is opened on startup, and then it could be opened at any time by pressing the 'm'.

GAMEPLAY CONTROLS

There are several buttons which can be used to control the board:

- red knob change the power of the motor (tens)
- green knob change the power of the motor (units)
- blue knob change the power of the motor (hundredths)
- 'm' opens menu
- /+ decrease/increase the motor speed using the keyboard
- rgb press exits the program
- 'q' exits the program

GAME MODE

Game mode starts immediately. The information is shown in the terminal. There are five levels. To complete all levels, the user must set the motor to correct speed at each level. The target and current value are shown in the terminal. To make it challenging, the countdown for each level is added, which is linearly decreasing to from 60 to 12 seconds in the last level. It is not so easy as it looks like. Fingers crossed!