

Game Player with Wifi controller

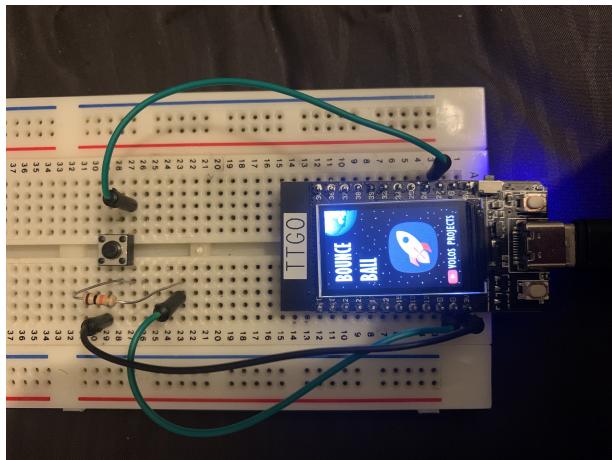
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Abstract

In this project we will create and evaluate a small game controller and display based on a ESP32 Microcontroller

Introduction

The system we developed is intend to be used as a small digital clock with a few minigames. This serves as an example of a IoT device capable of displaying some up to date information like the weather.



Methods

We tried to structure the code for the functions we wanted to develop in a “apps” a class object that has a **setup** method that handles all the configuration of the microcontroller and a **routine** method that is the iterated on to update the app.

These were then placed on freeRTOS task scheduler

which was controlled firstly in a round-robin to make sure every task was sucessful run at least once so we could time it

To get the timing results of each task we used the freeRTOS timing API to return the value of

Footnotes can be entered using this code¹.

Figures are included like this.

Complex tables can use standard LaTeX code as this one.

Results

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Discussion

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¹a footnote