

MASTER CODE FOR SPARKFUN SET

```
#include <Wire.h>
#include <IRremote.h>
const int slaveAddress = 9;
const int RECV_PIN = 11;
IRrecv irrecv(RECV_PIN);
decode_results results;
boolean stateOfGame;

void setup() {
  Wire.begin();
  stateOfGame = false;
  Serial.begin(9600);
  Serial.println("Enabling IRin");
  irrecv.enableIRIn(); // Start the receiver
  Serial.println("Enabled IRin");
}

void loop() {
  if(irrecv.decode(&results)){
    if(results.value == 0xFF629D){
      stateOfGame = true;
      Wire.beginTransmission(slaveAddress);
      Wire.write(stateOfGame);
      Wire.endTransmission();
    }
    if(results.value == 0xFF18E7){
      stateOfGame = false;
      Wire.beginTransmission(slaveAddress);
      Wire.write(stateOfGame);
      Wire.endTransmission();
    }
  }
  delay(10);
}
```