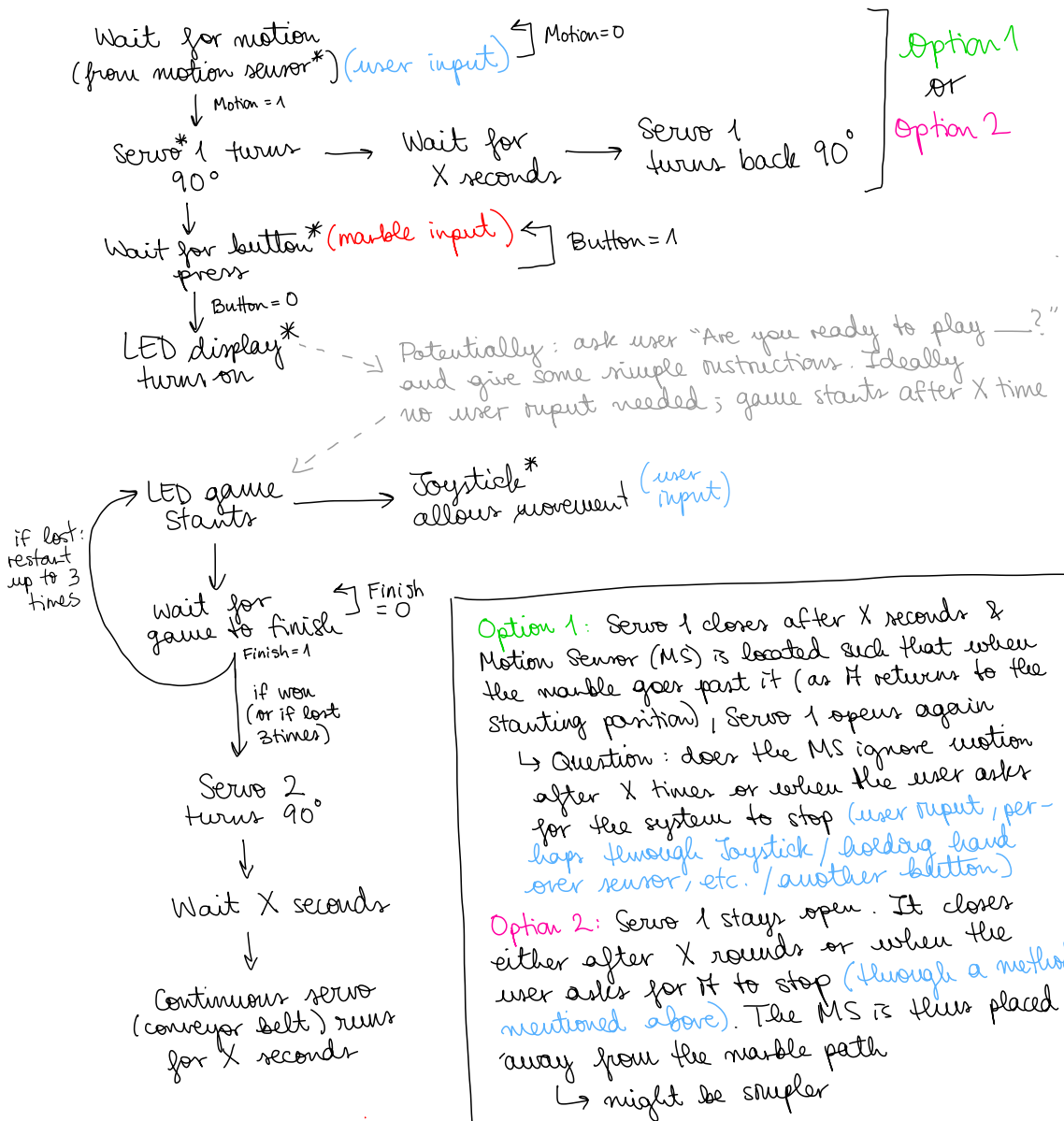


SOFTWARE DIAGRAM:

Notes: X denotes an amount of time that will be specified at a later stage (through experience). * denotes the different classes (see following pages). There are two options for how the system will run regarding continuity (Option 1) and (Option 2). Potential additions to the code are written in gray.



CLASSES:

① Servo

For: Servo 1, Servo 2
& Continuous Servo

② Button

} will have to modify the parameters for the project, but the code was given in class.

③ Motion Sensor

④ Joystick

⑤ LED display

③ Motion Sensor

Wait for movement ← Motion = 0

↓ Motion = 1

Call Servo 1
to start

Q: does the MS ignore further movement if it just instructed Servo 1 to start? (eg: set X secs)

④ Joystick

Wait for button press \leftarrow Button = 1

Button = 0

Wait X seconds (while LED turns on / potentially displays something)

Wait for user movement (up, down, left, right) \leftarrow Finish = 0

Instruct to Move on LED accordingly

Finish = 1

Stop

⑤ LED display

Note: will look more into the specifics of the game implemented

