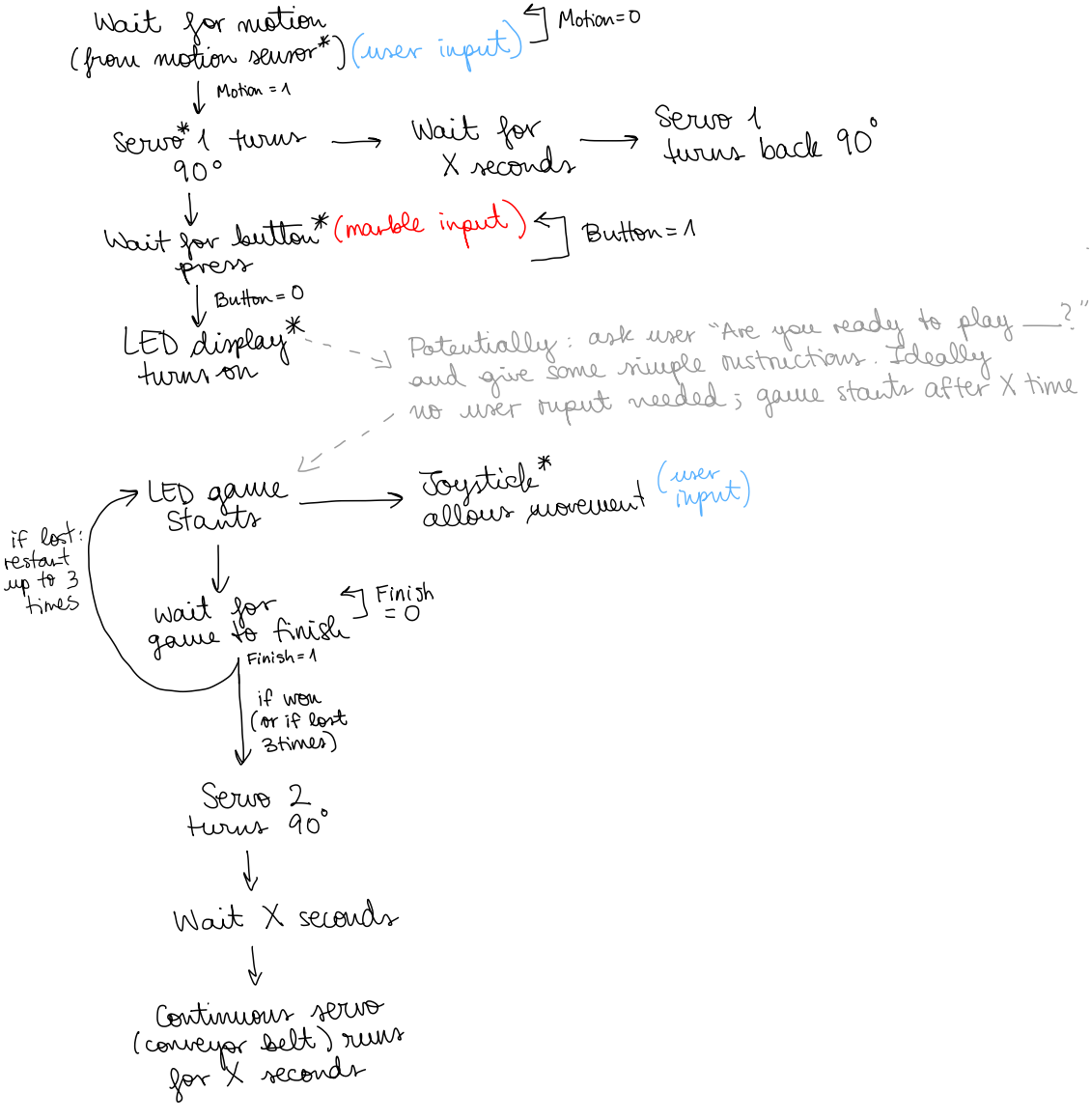
SOFTWARE DIAGRAM:

Notes: X denotes an amount of time that will be specified at a later stage (through experience). * denotes the different classes (see following pages).
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

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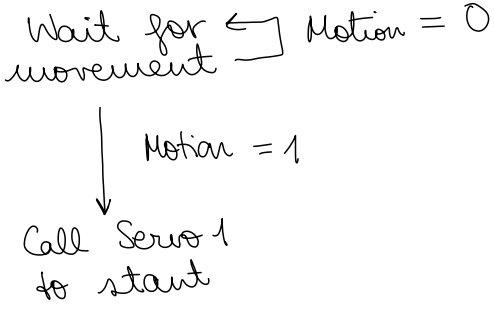
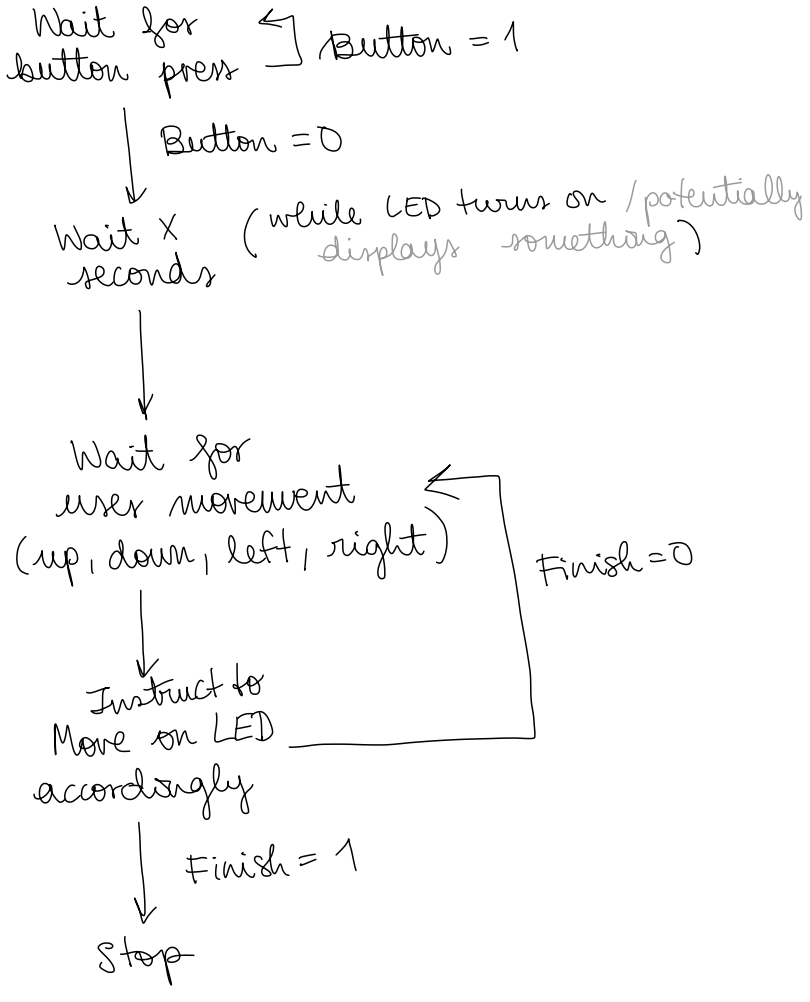
③ Motion Sensor



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
Button = 1
Button = 0
Wait X seconds
(while LED turns on / potentially displays something)
Wait for user movement (up, down, left, right)
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