The Riddler

<https://github.com/sarahmonarca/Final-Group-Project.git>

Sarah Monarca, Morgan Rault, Nick Piscitelli

# Project summary

Help Batman defeat the Riddler by solving his many challenges. There are 3 more basic riddle challenges, 3 sensors and a room game.

# Goals and objectives

Solve multiple riddles using GPIO applications with GUI messages and sensors to defeat the Riddler.

# GPIO goals

We fit three sensors on the breadboard: Pressure sensor, LED lights and distance sensor. Our wires connect directly to the circuit so we could fit everything without cross over.

# GUI goals

To help the player move through the Riddler’s game there are pop ups with pictures and descriptions/riddles. After each challenge is completed, the player can move onto the next challenge.

# Future Development plans

If we had more time working on this project, we would first find more sensors that hadn’t been introduced in class. Furthermore, we would try and find an easier way to layout everything on our breadboards to make the wires neater and easier to maneuver.

# Lessons learned

Working on the project while learning new things throughout the semester kept the creativeness flowing. Without different activities our group wouldn’t have figured out how to fix our classes and make our room game so unique. The curriculum went hand in hand with each step of the project we advanced to. We had a lot of road bumps due to certain sensors needing different pins, missing adaptors, and other coding problems but meeting over and over as a group helped us overcome these issues.

# Timeline

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