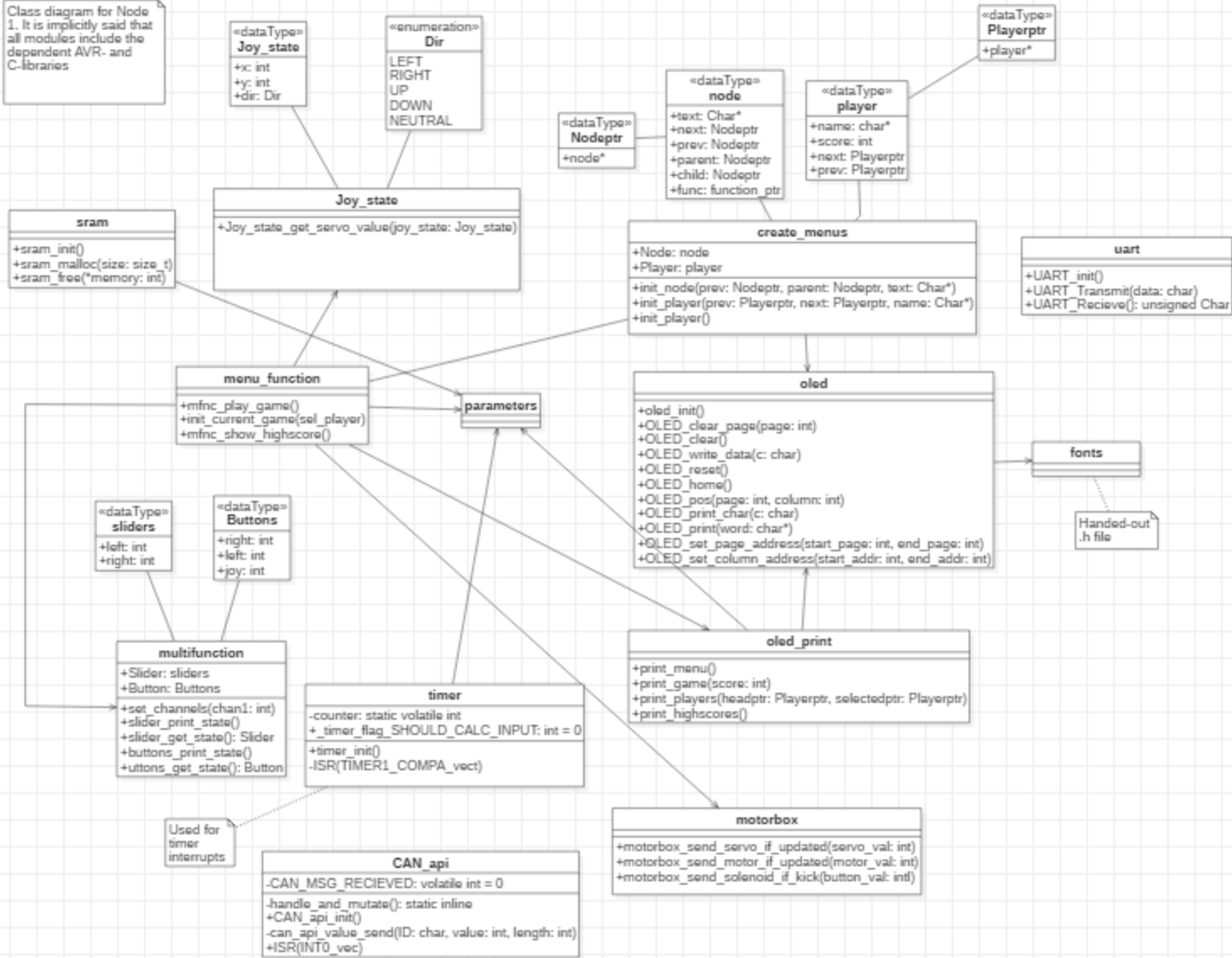


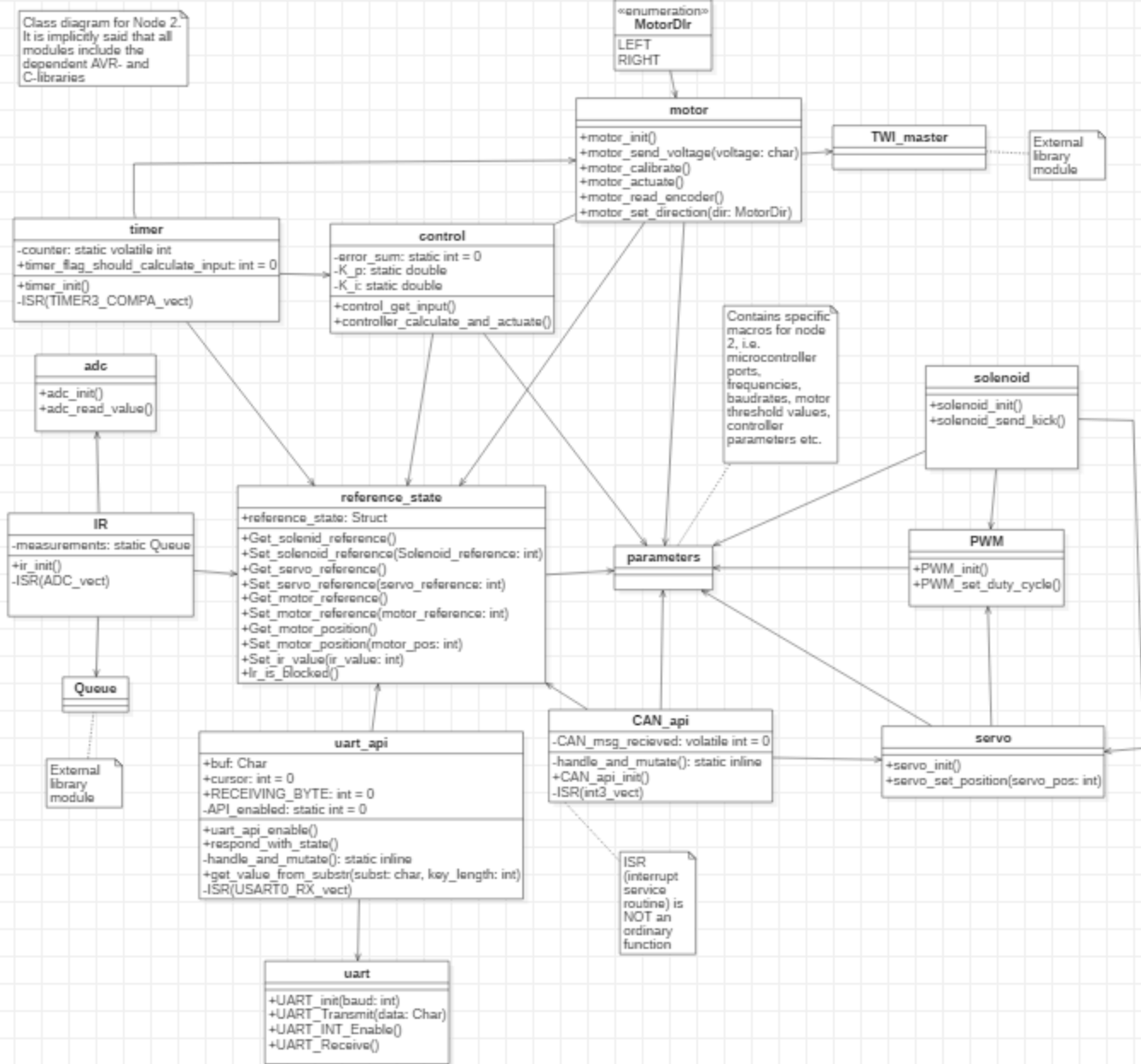
We have in this project included class diagrams of Node 1 and Node 2, and how the different drivers and modules interact within the nodes themselves, and with the CAN bus interface.

In addition to the class diagrams, a sequence diagram is included in order to see how the different drivers interact on a more specific case.

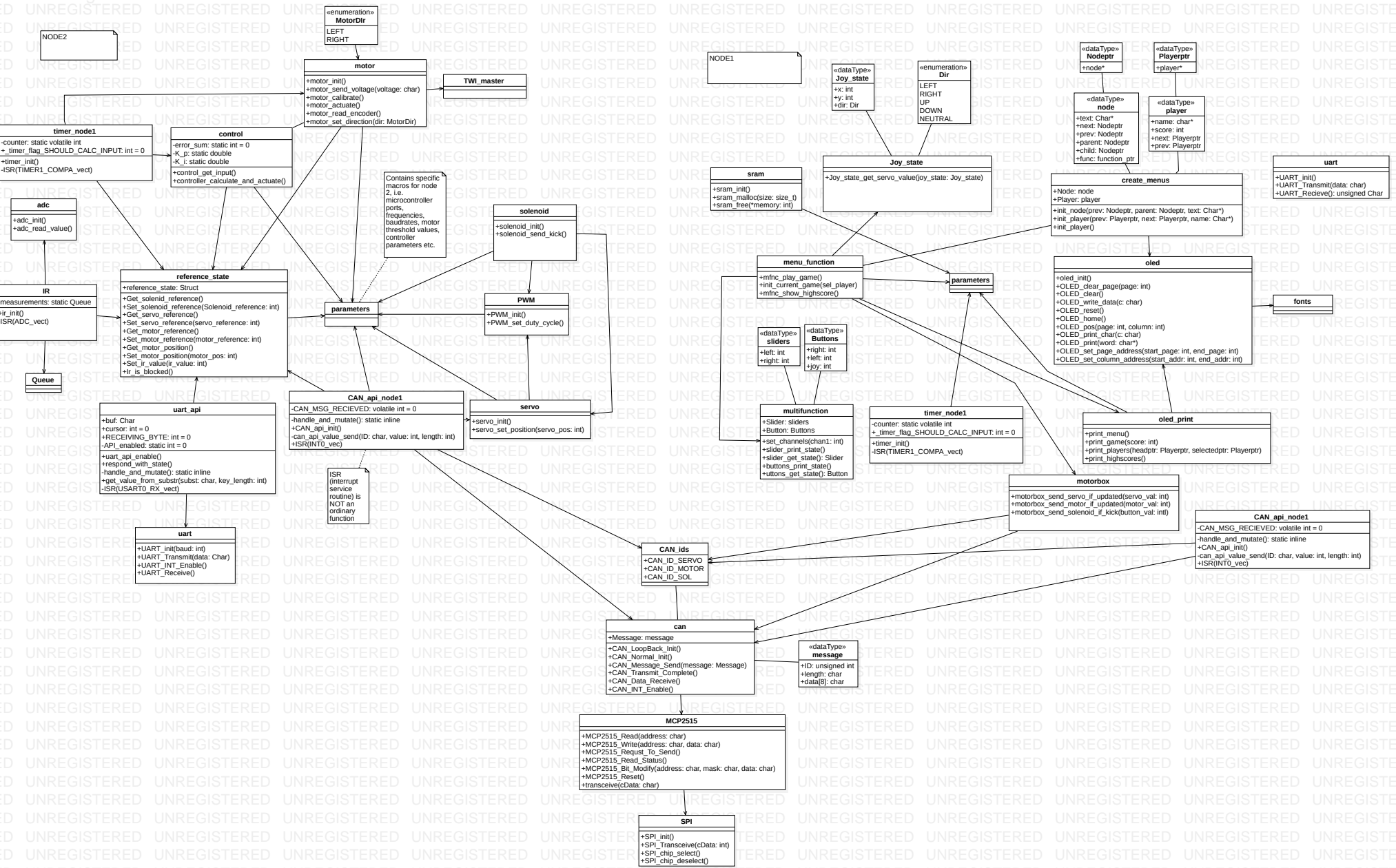
Class diagram for Node 1. It is implicitly said that all modules include the dependent AVR- and C-libraries

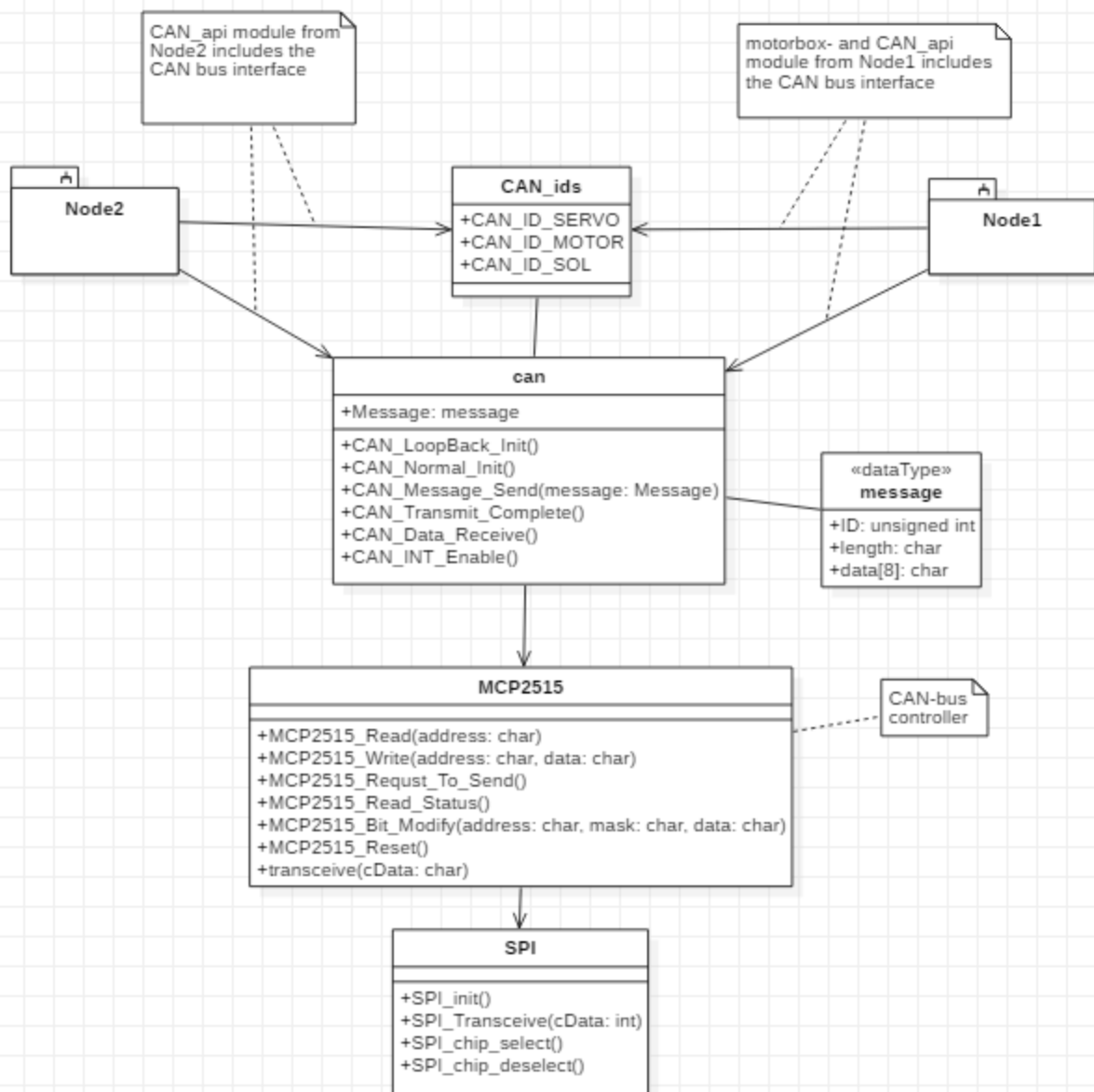


Class diagram for Node 2:  
It is implicitly said that all modules include the dependent AVR- and C-libraries



## Model Class Diagrams





Sequence diagram with emphasis on CAN bus communication on a higher level. All low-level operations in-between are not considered for simplicity. The case considered is when a player boots up the system and begins a round.

1) Player starts a game round from the menu on the OLED  
 2) Player plays the game by moving the position of the solenoid, kicking the solenoid and changing servo position.

