**Scraptcha – Design Specification**

# System Description

This specification describes and defines the detailed design requirements for the Scraptcha image capture and game system. The system supports three different communications protocols in order to receive image data and send user feedback. It is operated via a user interface (UI) that is connected through the Internet to a Raspberry Pi that is communicating with this embedded device specified below. It is meant to provide a cheap and reliable remote solution for captcha-like image capture using garbage, known as “scraptchas”. The guesses performed by the Raspberry Pi in capture mode will be further refined in a gaming mode, where users can correct the objects identified, building a database of security images for future use.

# Specification of External Environment

The Scraptcha device is to operate in an commercial environment in a commercial grade temperature and lighting environment.

The embedded device will support line power operation only; The device that the UI operates on will support line power and battery operation..

Specific details are included under Operating Specifications.

# System Input and Output Specification

## System Inputs

The system shall be able to measure the following signals

JPEG Images via USB

* Low Quality: 320 x 240 pixels

All signal inputs will be

* Digital data
* Voltage Range: 0.0 to 5.0 VDC

## System Outputs

The system shall measure and display the following signals using a 16x2 LCD display via SPI

System Status

* READY: Operating normally and waiting for command
* BUSY: Scrap prediction in progress or storing user input
* USER INPUT: Waiting for user input from UI
* COMM ERROR: Communication between the device and the server or UI has failed
* DEBUG: In test mode

Guessed Object

* String from Manager: Any valid word

Prediction

* String from Manager: TRASH, RECYCLING or COMPOST

The system shall measure and display the following signals using an LED array via GPIOs

Match

* Compare string from Manager with trash bin: Green LED if correct trash bin, Red LED if not