

Sharing Ideas

Tarun Hoskere

10.05.2024

CS 485-3

LINK:

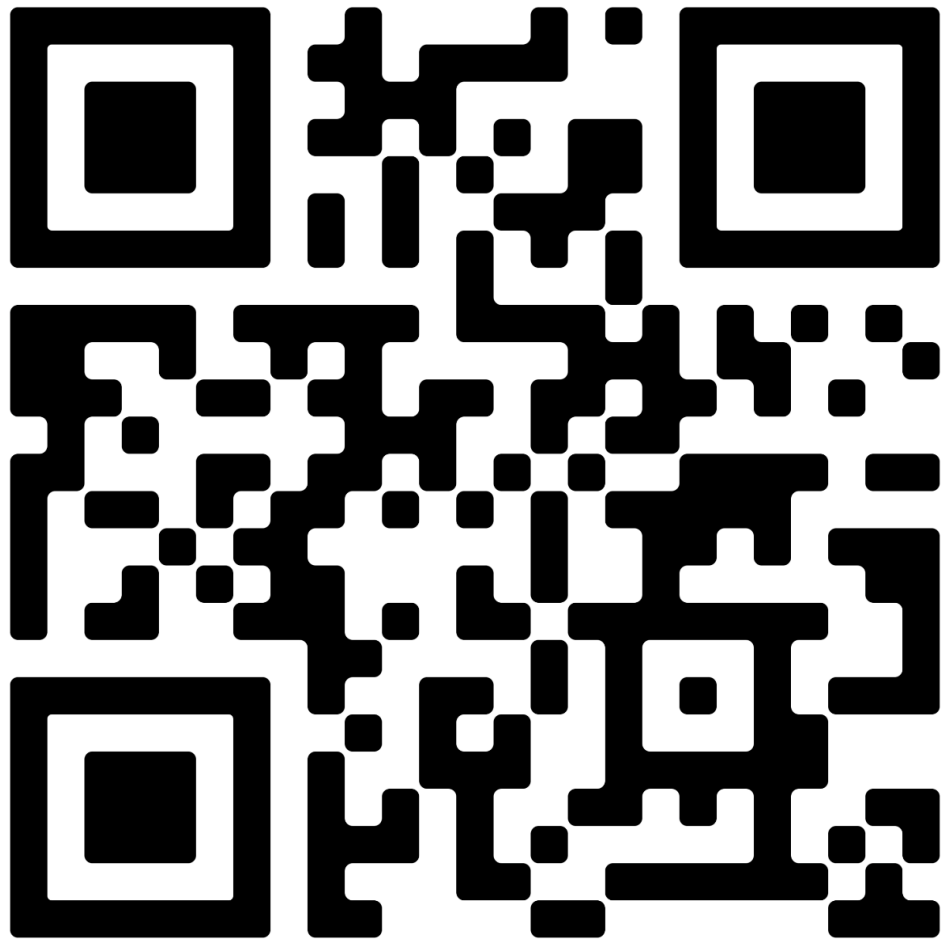
<https://tarunhoskere31.github.io/CS-485-3/>

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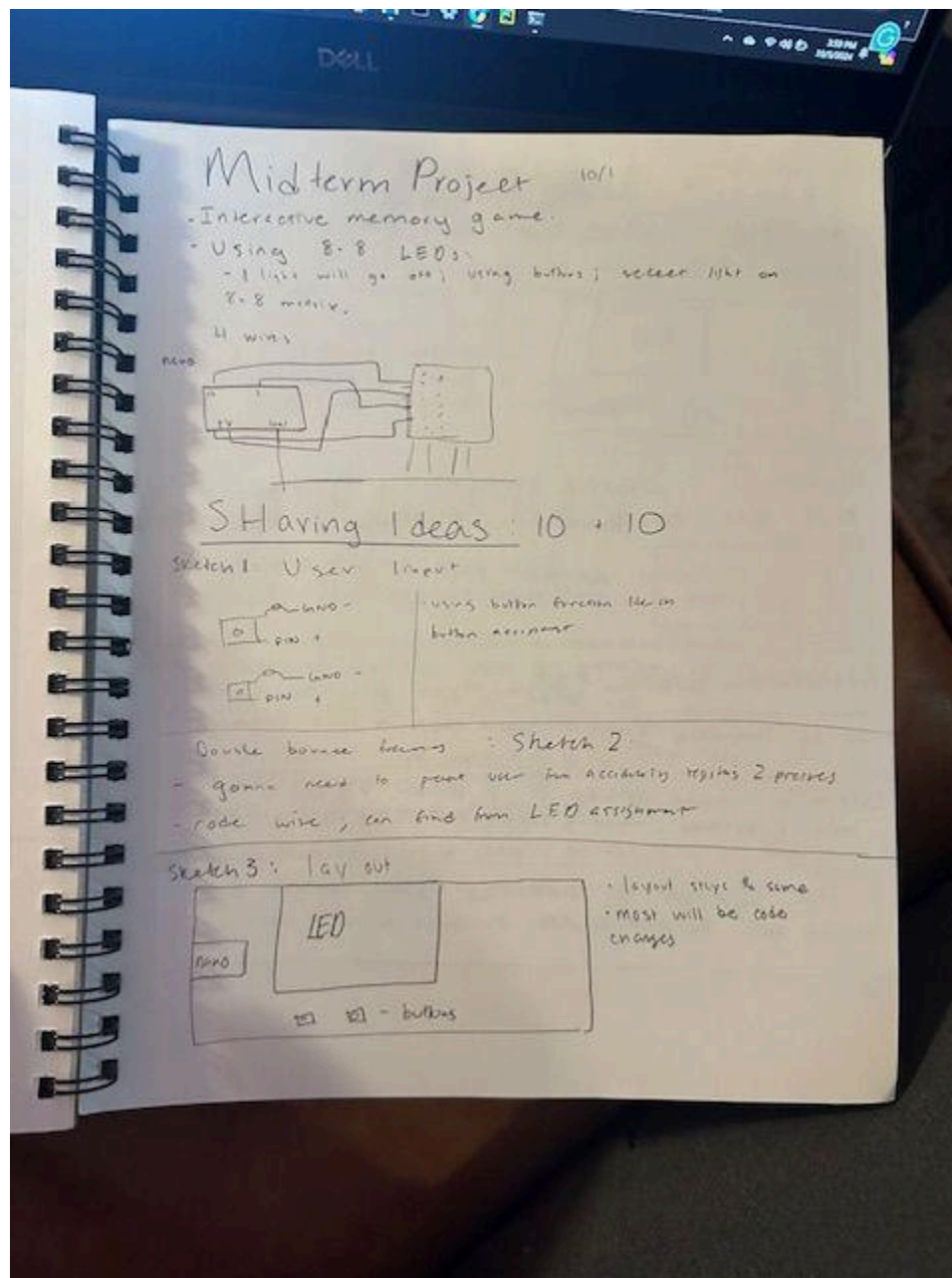


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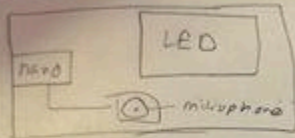
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Sketch 4: Using Microphone
as input: user says grid number;
drive LED lights as grid.



Sketch 5: Same memory game,
but we could add multiple lists/patterns



→ User picks 1-3 in order
using buttons

Sketch 6: Could add an extra button
that controls how bright the light gets. Add that
to the memory game. would need to find code.

Sketch 7: could make it 2 player version.
- add 2 buttons, modify code; best score out of 10.

8 Use speaker to announce score, whether player
would get the point or not.

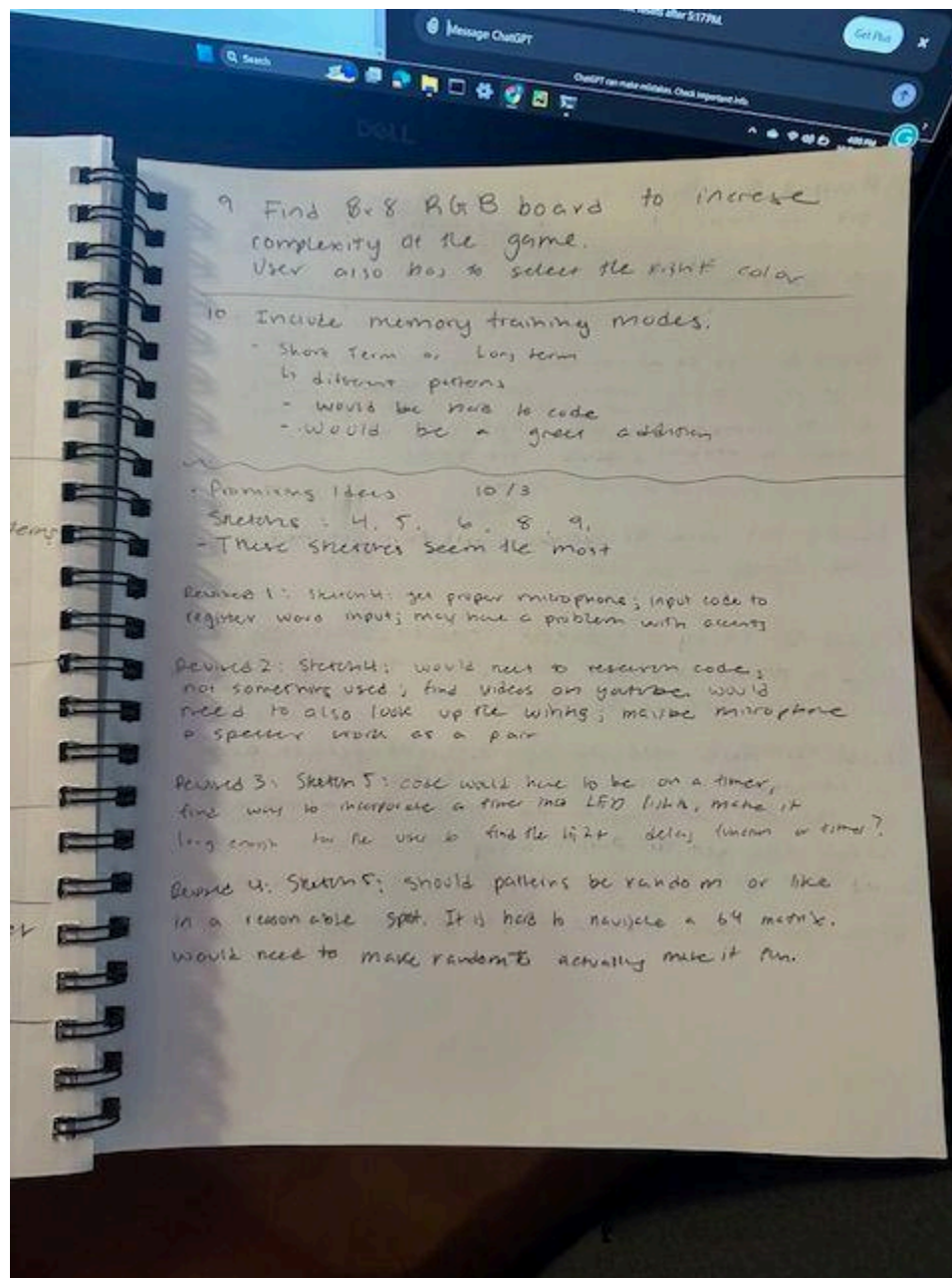
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Revised 5: Sketch b: would need to get an extra button; if we were to incorporate a microphone, would we keep buttons for a button or words for input.

Revised 6: How can we minimize wires with this. A lot of external sources, don't want mechanism to be too clumsy with wiring; hook up multiple buttons to resistors; ground; led matrix.

Revised 7: Get voice for speaker; pull from internet or Office Hours.

Revised 8: Using a speaker; need to incorporate code to prevent unwanted noise, should speaker go off after each LED has been pinned.

Revised 9: Would need an enter button to select or use microphone to enter. Speaker card then know if user got the first dot wrong or not. Should they allow to continue if they get the pattern wrong.

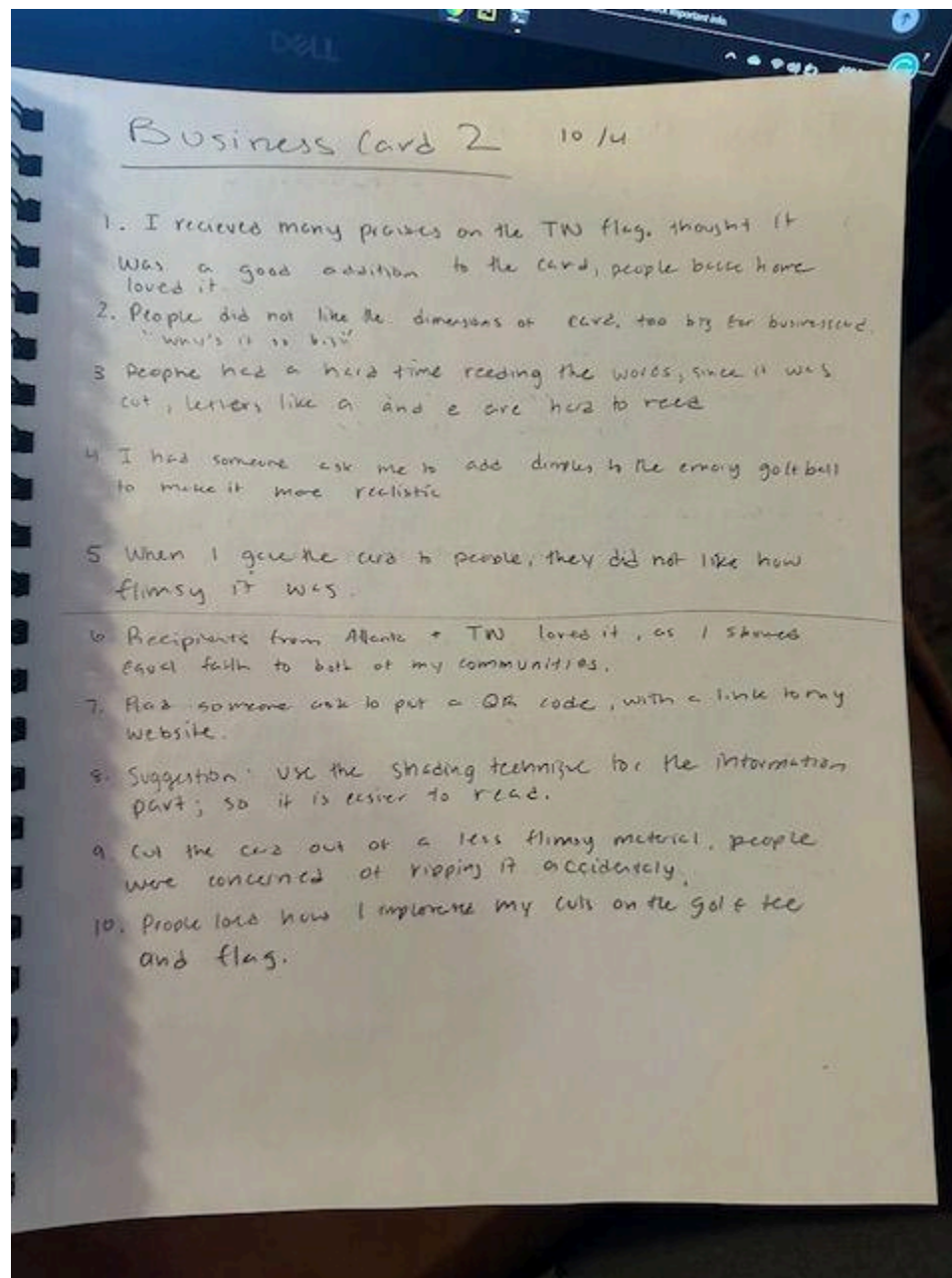
Revised 10: 8x8 RGB board will need more code support. Figure out wiring and get from professor.

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Elevator Pitch 10/11

My semester project is an interactive memory game built with Arduino Nano, speaker, microphone and a 8x8 RGB board. The game lights up 1 LED or a pattern, and the user must give coordinates and a color of each LED into the microphone. Speaker will tell people if they are right or wrong. This project serves to enhance memory while providing a fun experience for the user.

Person 1: IB at BoA

I've developed an engaging memory-enhancing game using Arduino technology, have to remember and select it using a microphone. This project not only improves memory, but has great potential for students and professionals looking to sharpen their skills.

Person 2: DAO

I've created a simple & fun game that helps improve memory. It uses a small board with lights and a microphone, the user will have to say the correct sequence and color verbally. This game can be a fun way to stay sharp!

Person 1: Invariant Beken B.A 23yo, old

↳ strategies: hit target words, needs to impress a different audience.

Person 2: 50 yo, old Dad (Doctor)

↳ straightforward, need it simple enough for him to understand