

| Keyword/<br>Concept/<br>Assignment/<br>Segment | Definition             | Purpose  | Link  | Page(s)<br>to<br>reference | Explanation of<br>how this is<br>relevant to the<br>project   |
|--|------------------------|--|---|----------------------------|---|
| README   |                        | Provides an overview of all project information. | <a href="#">Link</a>  |                            | This provides a holistic overview of the whole project. It is a living document that gets updated with the project. |
| Repository                                     |                        | Project repository                               | <a href="#">Link</a>  |                            | Link to the project repository  |
| Problem  |                        | Problem statement                                | <a href="#">Link</a>  |                            | Provides user with an idea of what the project is trying to solve. How it's going to "save the world!"              |
| Plan   |                        | Initial plan of how project should function      | <a href="#">Link</a>  |                            | Provides basic overview of how project will function  |
| BOM  | Bill of Materials      | List of materials needed for project             | <a href="#">Repository direct link</a><br><a href="#">README</a>  |                            | Provides materials need to build and run project.   |
| Screenshots                                    |                        | Relevant Screenshots                             | <a href="#">Repository Stage 1</a><br><a href="#">Repository Stage 1</a>  |                            | Collection of screenshots   |
| Nucleo   |                        | Official documentation                           | <a href="#">Reference manual</a><br><a href="#">API documentation</a>   |                            | Quick access to Nucleo reference materials  |
| LCD  | Liquid Crystal Display | Displays sound options menu to user.             | <a href="#">Class Definition</a><br><a href="#">Class Implementation</a><br><a href="#">Datasheet</a><br><a href="#">README</a><br><a href="#">BOM</a><br><a href="#">Project Schematic</a> |                            | Provides class implementation details as well as information on how it is used in the program.                      |

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| LED  | Light<br>Emitting<br>Diode | Visual indicator. Lit<br>when level, off<br>when tilted.                    | <a href="#">README</a><br><a href="#">BOM</a><br><a href="#">Project</a><br><a href="#">Schematic</a> |                            | Project segments<br>that reference LEDS                     |
| Tilt Sensor                                    |                            | Detect whether<br>project is level or<br>askew                              | <a href="#">README</a><br><a href="#">BOM</a><br><a href="#">Project</a><br><a href="#">Schematic</a> |                            | Project segment<br>that references tilt<br>sensors          |
| Keypad   |                            | Allows user to<br>select sound<br>settings                                  | <a href="#">README</a><br><a href="#">BOM</a><br><a href="#">Project</a><br><a href="#">Schematic</a> |                            | Project segment<br>that references<br>keypad                |
| Buzzer   |                            | Provides auditory<br>alarm when tilt<br>sensors detect<br>project is tilted | <a href="#">README</a><br><a href="#">BOM</a><br><a href="#">Project</a><br><a href="#">Schematic</a> |                            | Project segment<br>that references<br>keypad                |