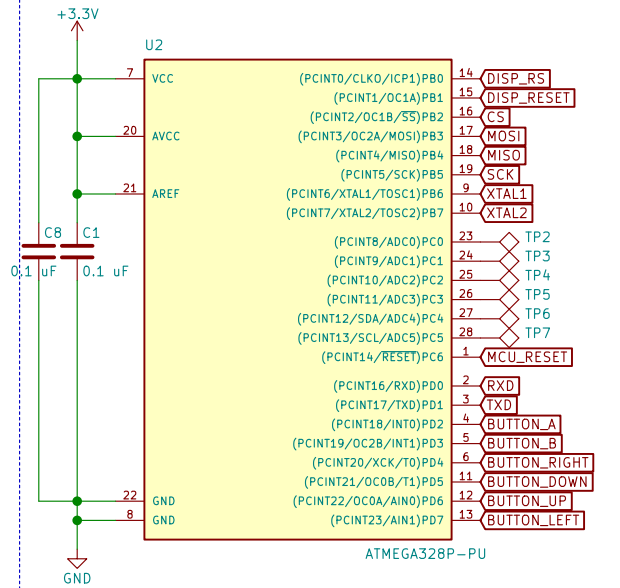
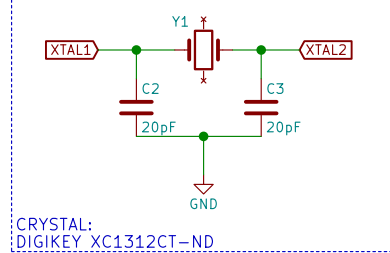


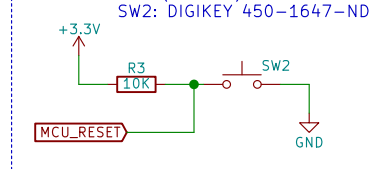
# MICROCONTROLLER



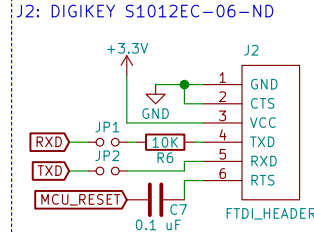
# CRYSTAL



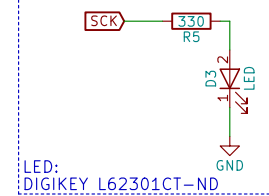
# MCU\_RESET\_BUTTON (OPTIONAL)



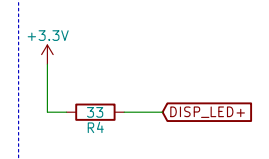
# FTDI HEADER



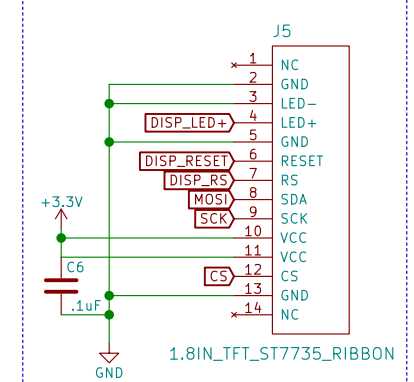
# PIN 13\_LED



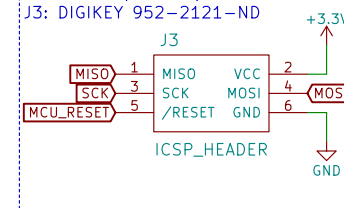
# DISPLAY\_LED



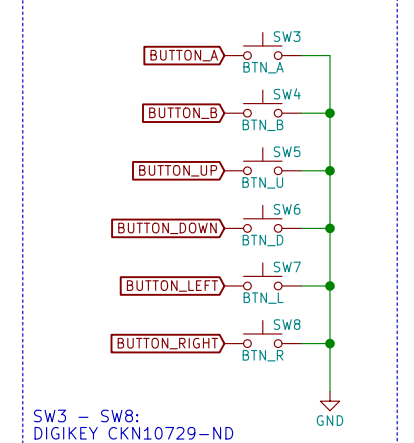
# TFT\_DISPLAY\_RIBBON\_CABLE J5: ADAFRUIT 618



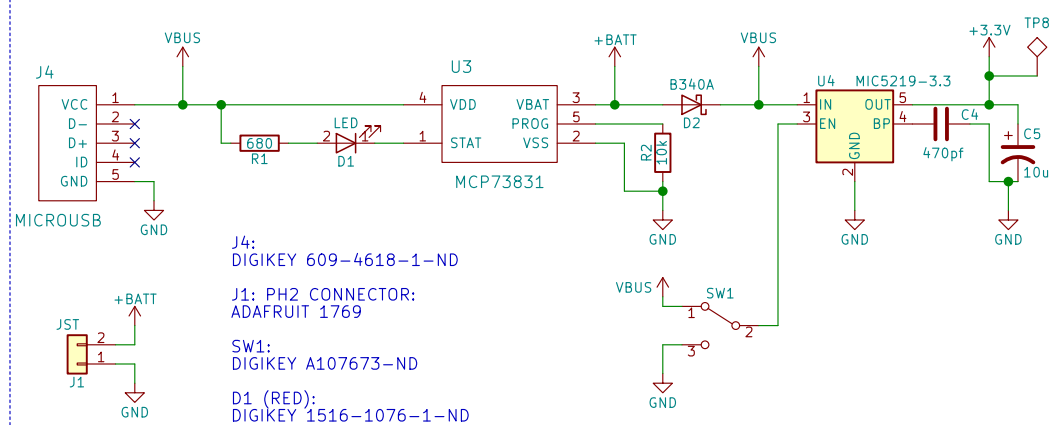
# ICSP\_HEADER (OPTIONAL)



# GAME\_BUTTONS



# POWER\_SUPPLY\_AND\_BATTERY\_CHARGER



Trent Dye

Sheet: /

File: first\_project.sch

Title: GameKid: Arduino-Based Gaming Device

Size: USLetter Date: 2018-03-02

KiCad E.D.A. kicad 4.0.7

Rev: 1.0

Id: 1/1