

Group members:

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Name of Project:

Who has the fastest reaction?!

Abstract of our project:

The goal of our project has up to three players. They are competing against each other to see who has the fastest/faster reaction.

Detailed Project Ideas

1. The overall description of our project is to have 2 or 3 players compete against each other using a button, one for each player. On the board, there will be an led light that turns on or a buzzer that vibrates. When it does light up or vibrates, the person that presses the button first wins.

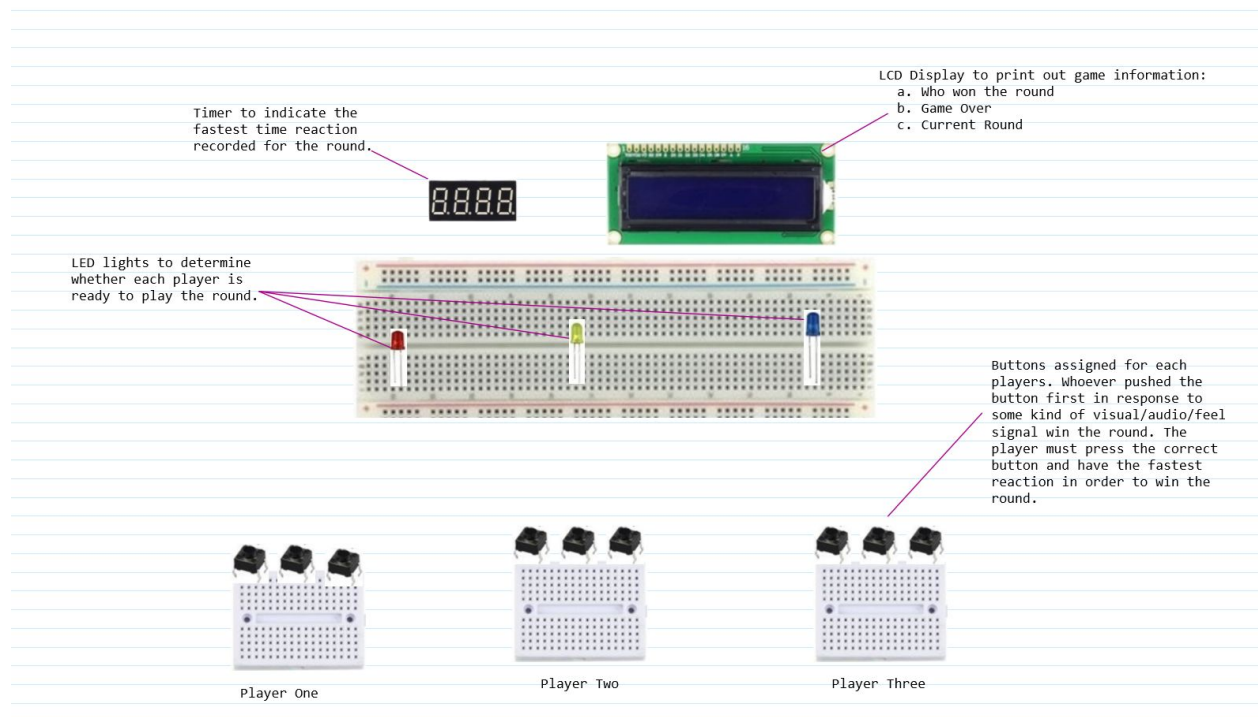
2. For now, we expect our project to have three buttons as the inputs and an led light or a buzzer as the output. We are still deciding on the outputs. They all accomplish the same thing, but we will experiment with multiple outputs. We will try to implement different kinds of reaction tests. Maybe one for hearing test, vision test, and touch test. For hearing it could be a speaker output, for vision it could be the led, and for touch, it could be a buzzer.

3. The communication will indicate the following:

- a. Whether all players are ready or not; this also implies that the players are all connected.
  - i. This is probably determined via LED lights assigned to each player. For example, a green led for player 1, yellow for player 2, and blue for player 3. Turning on the led light tells the others that the player is ready to play the round.
- b. Who won the round, Game Over, Next Round, etc:
  - i. The component used to identify the winner for each round and other game details such as the game being over will be done through the LCD Display.

4. The originality of our work is that we have people competing against each other. There are many reaction time games , but from what I've seen, they only have one input and are only designed for one player. Our project has multiple inputs and outputs.

## Proposed Game Diagram: Version 1.0



### Timeline:

Week of 10/12/20 : Discuss about the layout of the project

Week of 10/19/20 : Get started on a diagram of our project.