Garrett Peake

ECE 153B Project Proposal

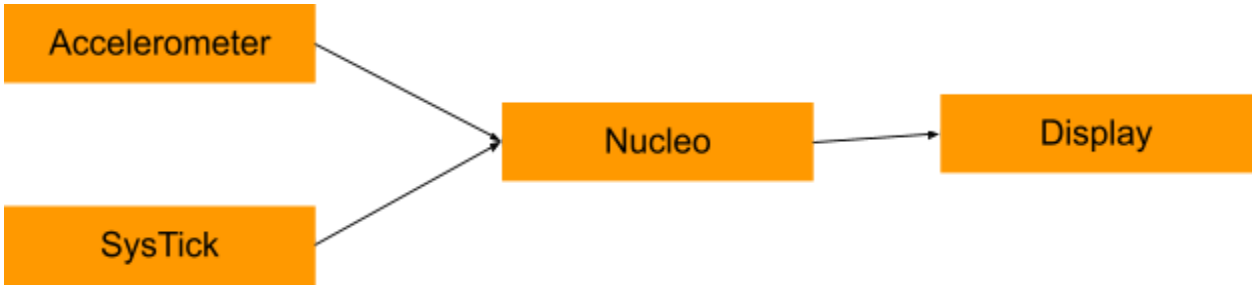
**Team**: Garrett Peake

**Project Title**: Gravity Tilt

**Project Abstract**: I plan to use an accelerometer and an LCD screen to recreate the tilting ball game shown below. You will be able to tilt the accelerometer to control a game "plane" that a ball rolls on. The goal is to navigate the ball to a target hole while avoiding "pits." The MVP consists of a simple tilting "plane" controlled by the accelerometer with a ball and the target drawn to the screen, additional features would be adding pits and sound effects with a piezo using PWM.


**Protocol 1**: The accelerometer uses I2C
**Protocol 2**: The LCD uses SPI
**Peripheral 1**: I will use this accelerometer https://www.adafruit.com/product/1231
**Peripheral 2**: I will use this LCD display https://www.adafruit.com/product/358
**Project Website Link**: Does not exist yet?

**Block Diagram**:




**Teammate Responsibilities**: Garrett is responsible for everything

**Software Architecture**: