

First Experience Sketch



Get it Ready

Your Engduino may already come with the first Experience sketch pre-programmed. However, if it doesn't, follow the **Upload your first Sketch** tutorial to upload the first experience sketch on your Engduino.

The FirstExperience sketch is located in **File->100.Engduino->FirstExperience**

What does it do?

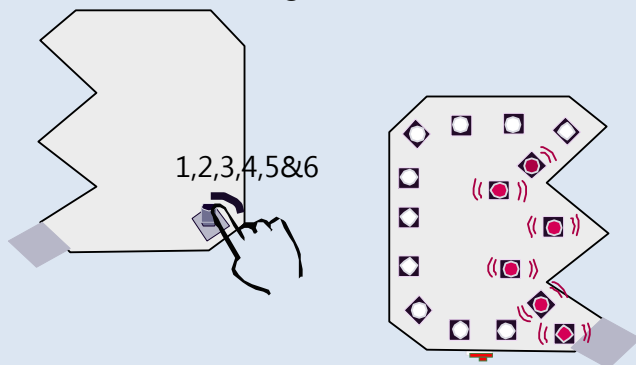
The first experience sketch intends to express what the sensors and lights on the Engduino board can do.

There are 5 different modes for this sketch. *Press the button the number of time of the mode you intend to run to change the mode.* The number of RED lights when you press the button indicate the mode.

Press the button **X** number of times, change to "Mode **X**"

What should you see?

X number of LEDs light up the bottom right corner.



Mode X

1

Running LED

A running loop of beautiful light display testing the different colours and sequence that you can do with the 16 full colour LEDs on Engduino. We believe that you can create something even better!

2

Temperature LED

Locate the temperature sensor on the Engduino. What would happen when you blow on the sensor?

3

Level

Try to make the Engduino level. If you get it level, 4 of the lights will be green. Otherwise, the tilted down sides will have a red light on.

4

Memory Game

The Engduino will show you a set of light sequences at the either of the four sides with blue lights! Tilt the board to repeat the patterns shown. Starting with level 1 with one pattern, moving up one level every time you get it right. You have only 3 lives before you have to start all over again! There are 16 levels. You think this is easy? The light sequences get faster and faster in each level!

5

Reaction Game

A very simple game that requires you to press the button when a blue light is shown! That is all. If you got it right, nothing will happen. If you got it wrong, all the lights will flash red twice. Beware of the off-blue colour! We are sure that with your creative mind you can make this game a lot more challenging !