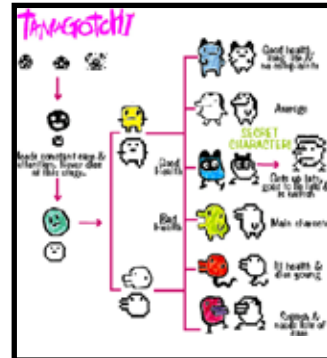


## .design inspiration



```
int main(void) {
  unsigned char rxbyte;
  output(tx_pin);
  output(led_pin);
  clear(tx_pin);
  print_string(image_egg);
  delay_ms(10000);
  print_string(image_happy);
  while (1) {
    rxbyte = get_char();
    print_string(message);
    put_message(rxbyte);
    while(happiness <= 3){
      print_string(image_sad)
    }
    while(health <= 3){
      print_string(image_sad)
    }
    while(hunger <= 3){
      print_string(image_sad)
    }
  }
  put_char('\n');
  blink();
}
```

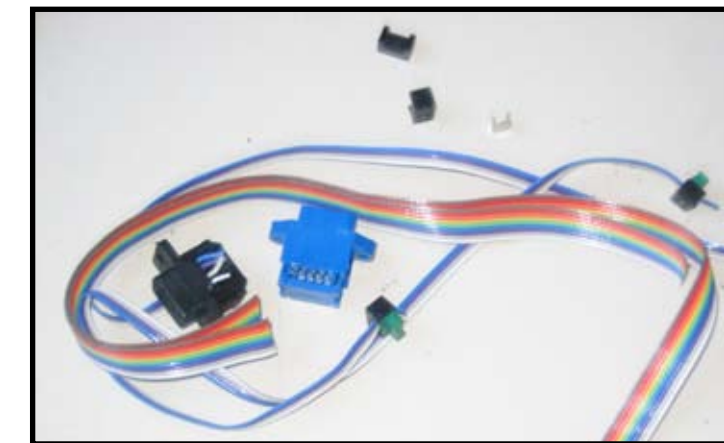
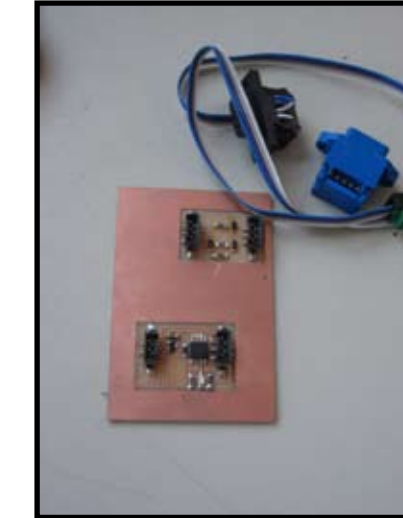
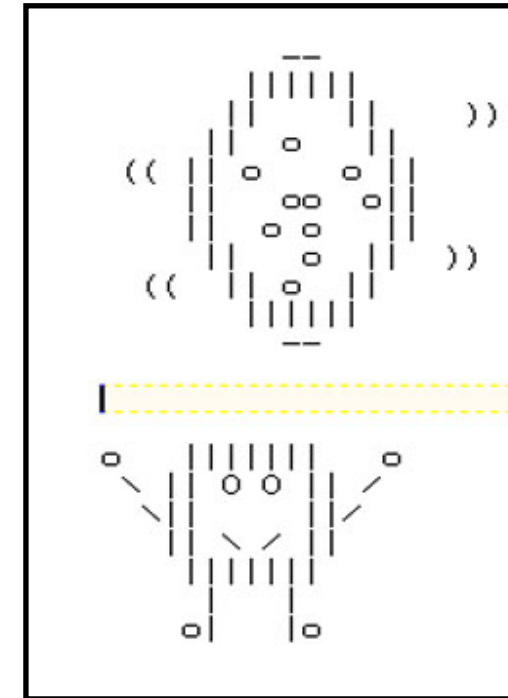
## .goals

- . write working .c code or .asm code
- . create a working system so that I can program from my own machine
- . convert .c code into hex files
- . create an interaction similar to the tamagotchi game that was popular ten years ago

## .components

- . hello.echo board with tiny45
- . connectors created in the shop
- . software in the shop: gavrasm (.asm to hex), avrdude (write to chip), g-acc, rx.py (power the board)
- . software at home: winavr, kermit
- . make file
- . text editors for better writing

## .images



## . problems

- . saving .c files as .hex files
- . moving from home to lab machines: gibberish, permissions
- . figuring out some c syntax things, making art
- . wishing to create a more complex game, adding more interaction
- . how fast the chip communicates, screens refreshing too quickly