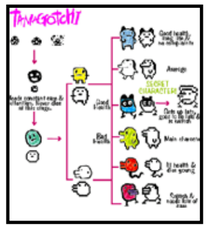
# week.five

## .microcontroller programming

## .design inspiration



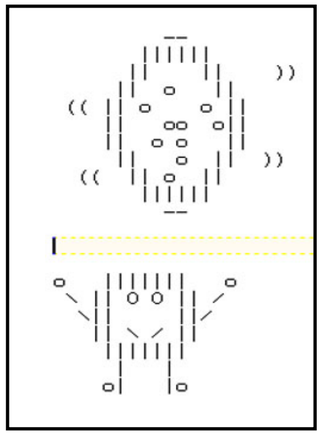
## .goals

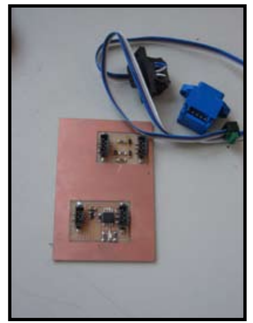
. write working .c code or .asm code
. create a working system so that I can pr gram from my own machine
. convert .c code into hex files
. create an interaction similar to the tama gachi game that was popular ten years ago

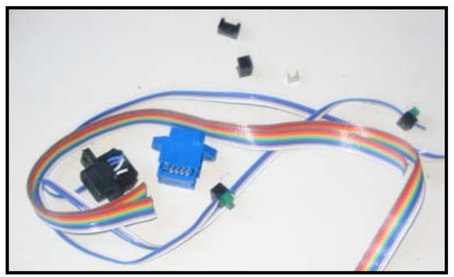
## .components

. 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 syn tax things, making art
. wishing to create a more complex game, adding more interaction
. how fast the chip com municates, screens re freshing too quickly