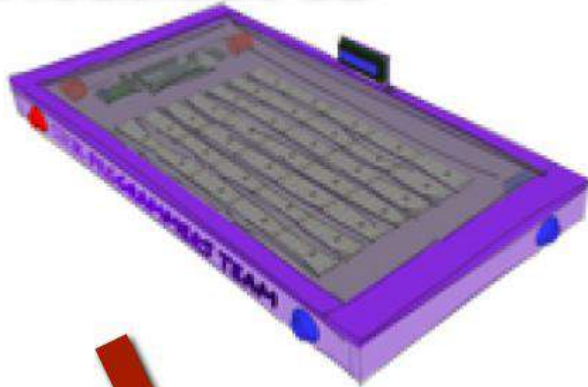


FASES DEL PROYECTO

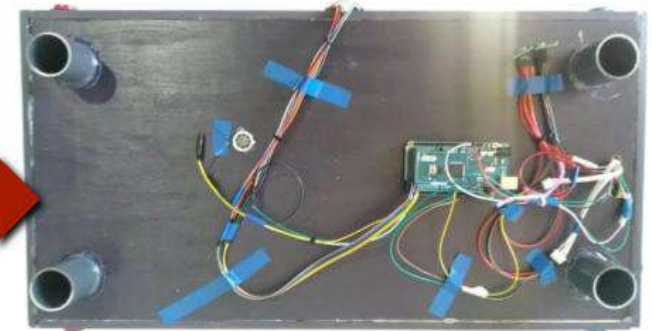
1. Modelado 3D



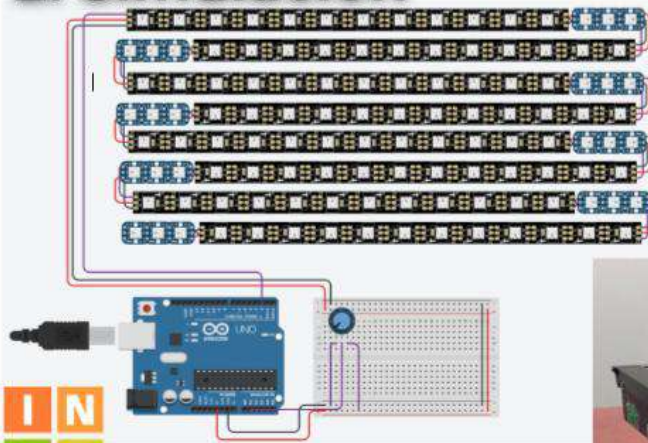
3. Construcción



4. Circuito



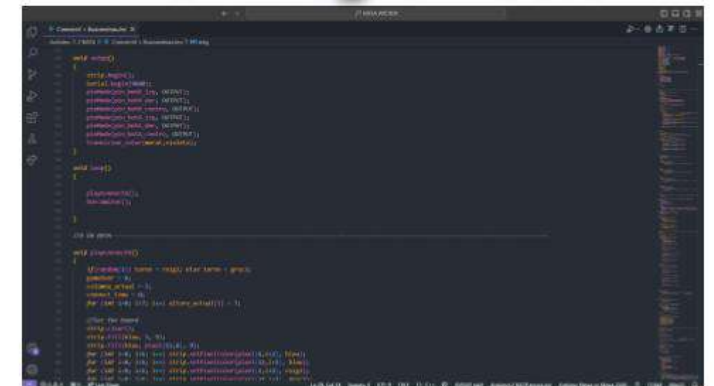
2. Simulación



¡RESULTADO!



5. Programación



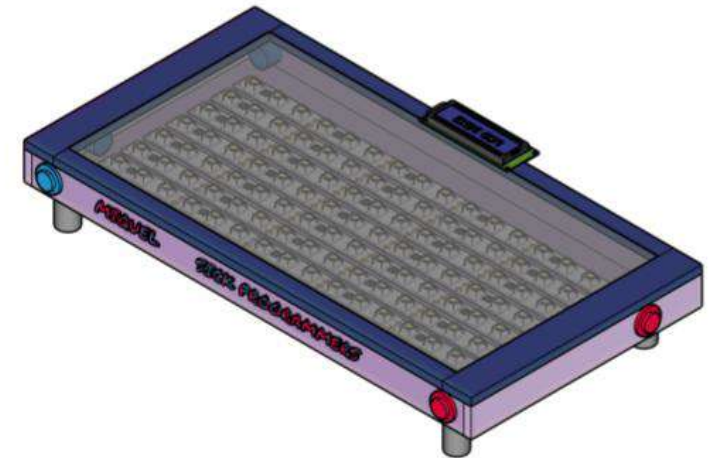
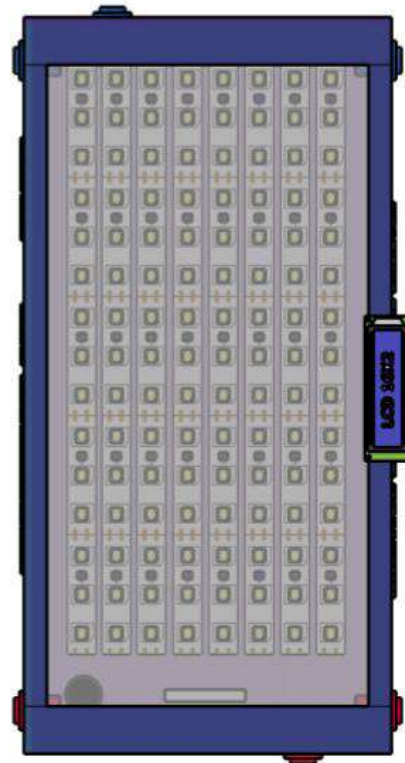
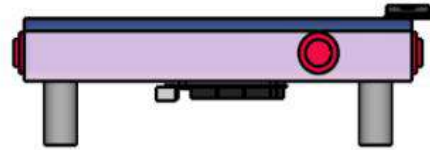
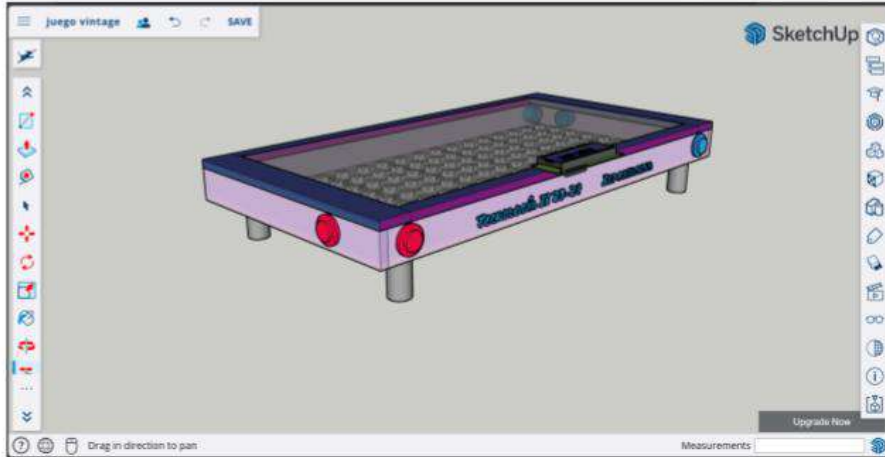
PROGRAMACIÓN: MESA DE JUEGOS ARCADE

Bachillerato - Tecnología e Ingeniería II

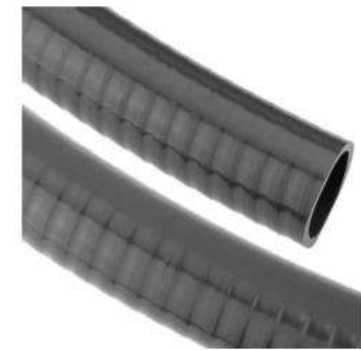
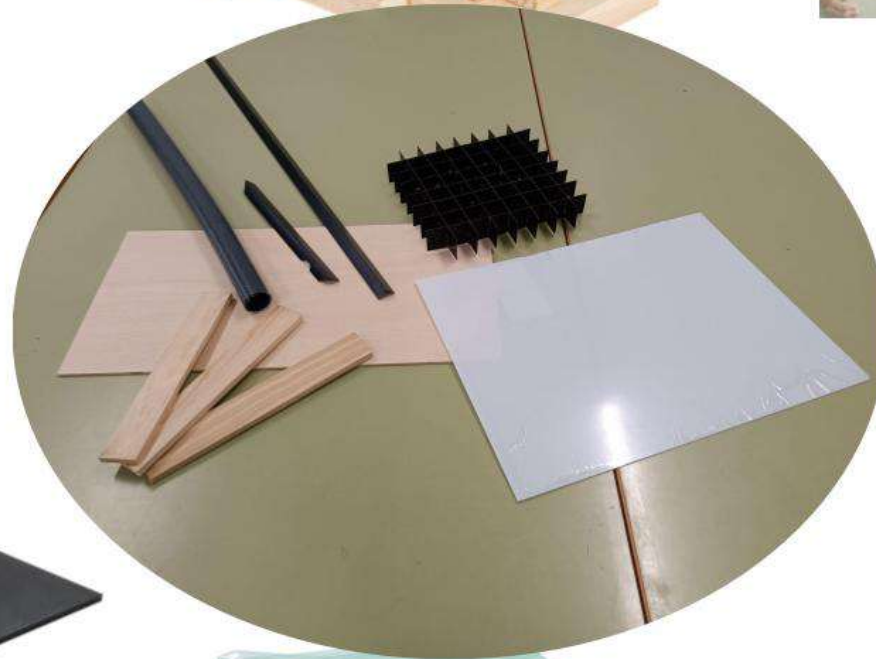
MODELADO 3D

IES La Patacona

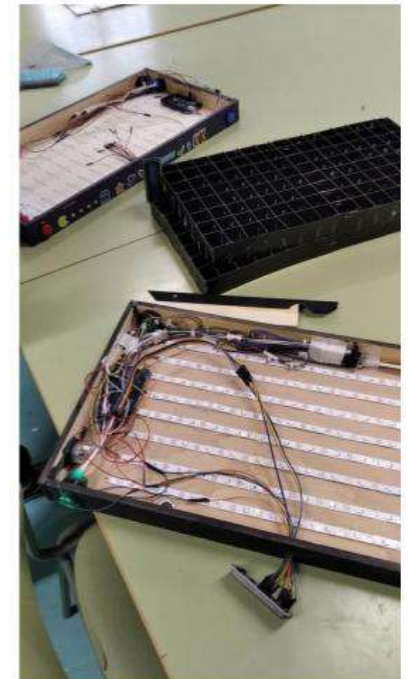
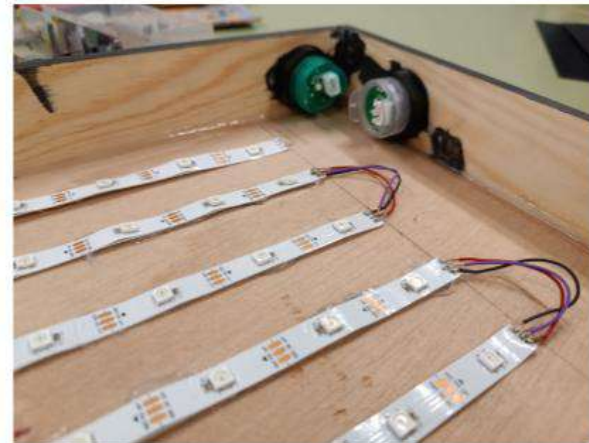
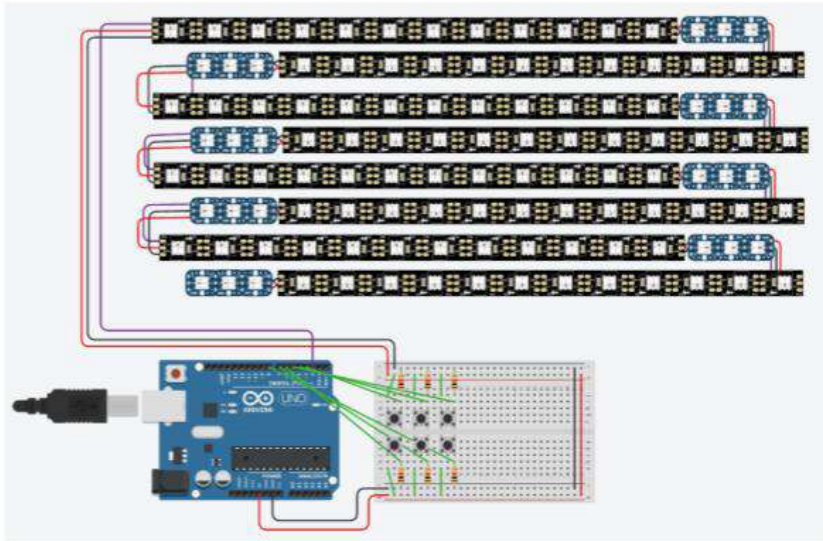
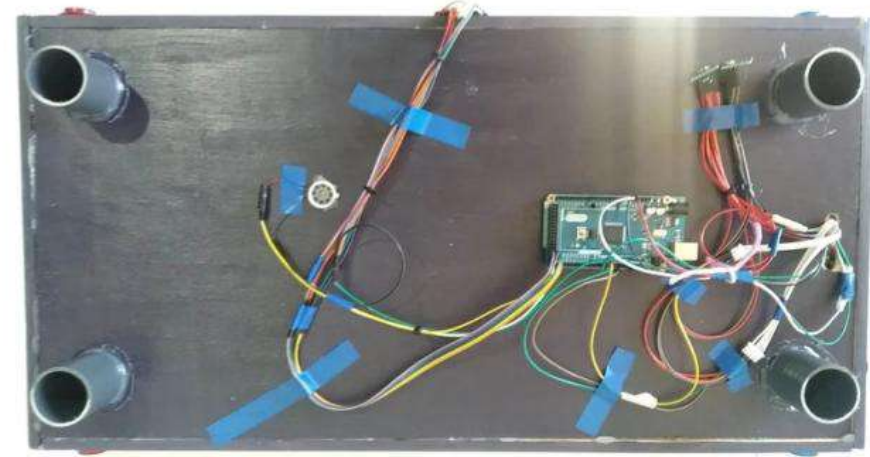
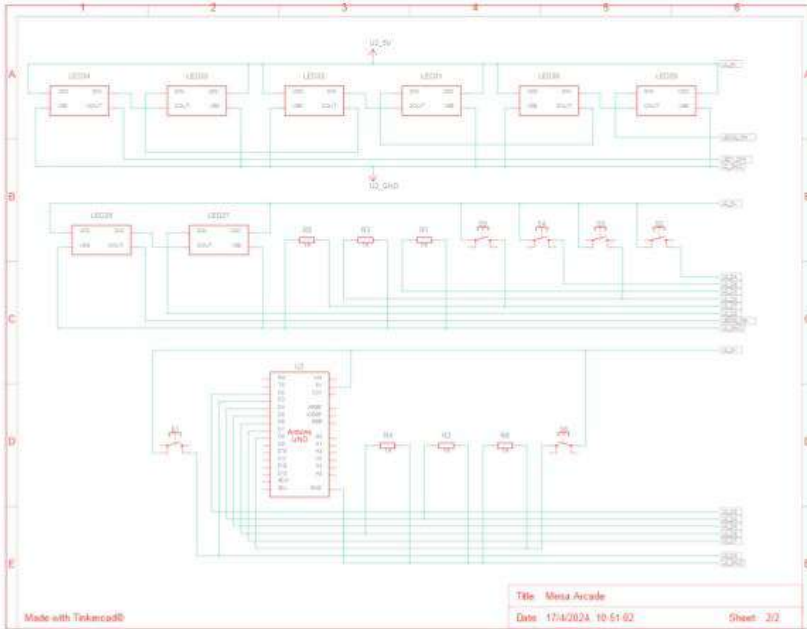
Curso 2023/24



MATERIALES



DISEÑO ELECTRÓNICO



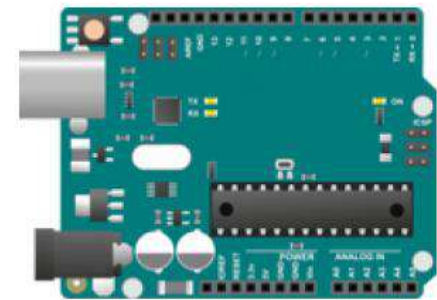
PROGRAMACIÓN

```
//Mesa Arcade IES La Patacona 2023/24
#include <Adafruit_NeoPixel.h>
#include <LiquidCrystal.h>
#define pin_strip 2
#define pin_botR_izq 3
#define pin_botR_der 4
#define pin_botR_centro 5
#define pin_botA_izq 6
#define pin_botA_der 7
#define pin_botA_centro 8
#define pin_buzzer 22
#define COLUMNS 15
#define FILAS 8
#define NUMPIXELS 120
Adafruit_NeoPixel strip = Adafruit_NeoPixel(NUMPIXELS, pin_strip);
LiquidCrystal lcd(24,25,26,27,28,29);
unsigned long i = 0;

const uint32_t roig = strip.Color(255,0,0), roig2 = strip.Color(160,40,40),
taronja = strip.Color(255,128,0), taronja2 = strip.Color(160,80,40),
groc = strip.Color(255,255,0), groc2 = strip.Color(160,160,40),
verd = strip.Color(0,255,0), verd2 = strip.Color(40,160,40),
cyan = strip.Color(0,255,255), cyan2 = strip.Color(40,160,160),
blau = strip.Color(0,0,255), blau2 = strip.Color(40,40,160),
morat = strip.Color(128,0,255), morat2 = strip.Color(64,40,160),
violeta = strip.Color(196,0,255), violeta2 = strip.Color(196,0,255),
rosa = strip.Color(255,0,255), rosa2 = strip.Color(160,40,160),
magenta = strip.Color(255,0,128), magenta2 = strip.Color(160,0,80),
blanc = strip.Color(255,255,255), blanc2 = strip.Color(128,128,128);

//Variables del Connect4
uint32_t turno;
int columna_actual;
int altura_actual[7];
bool gameOver;
unsigned long connect_time;

//Variables del Buscaminas
uint32_t color_mina[10] = {roig,taronja,groc,verd,cyan,blau,blau2,morat,rosa,blanc};
bool campo_minas[8][15]; //Tener en cuenta: Las X van de 1-15, Las Y van de 1-8
byte num_minas = 16;
```



RESULTADO FINAL

Poned bien las fotos y tal

