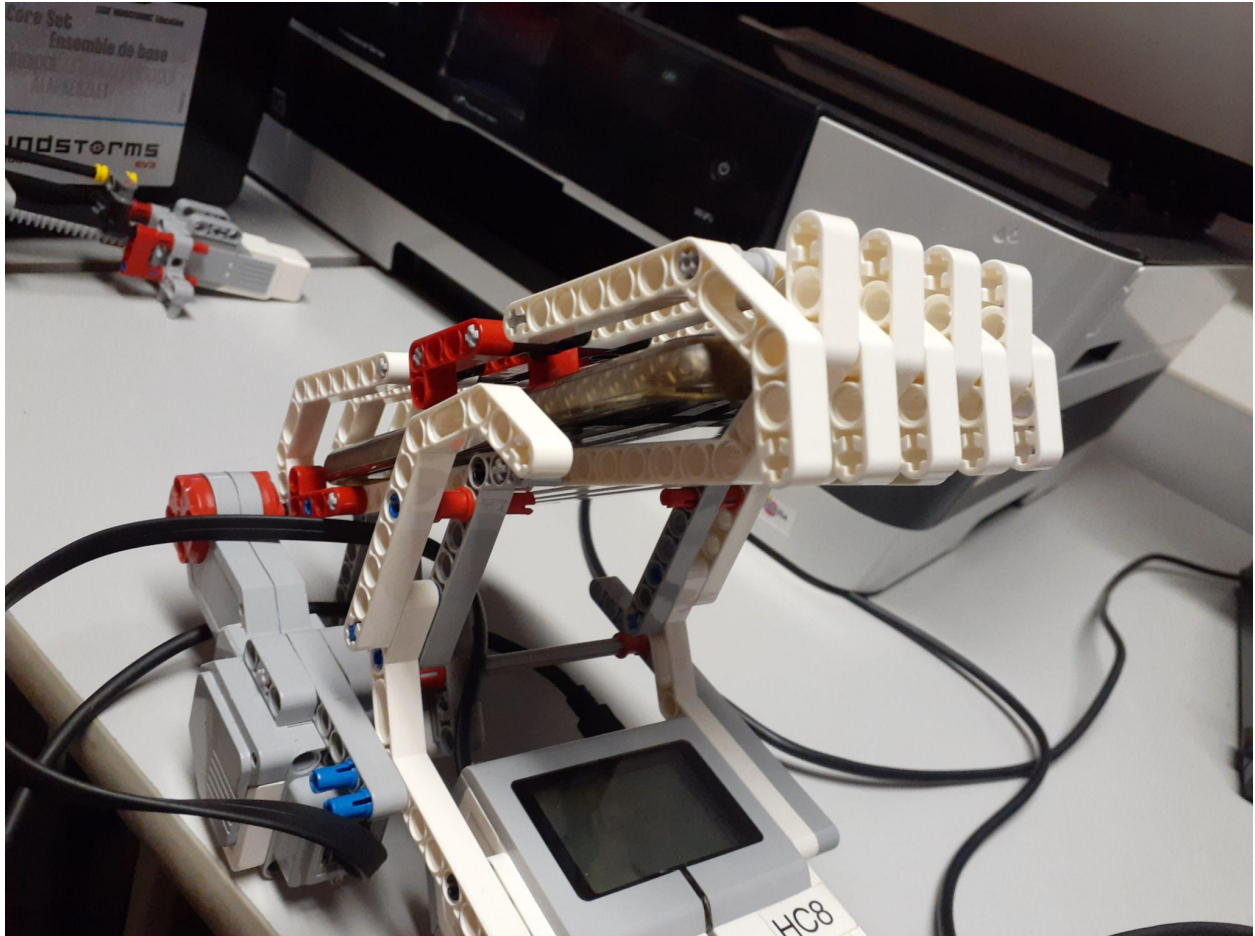


Assignment 1: Project Proposal

Digital Detox

08.04.2022



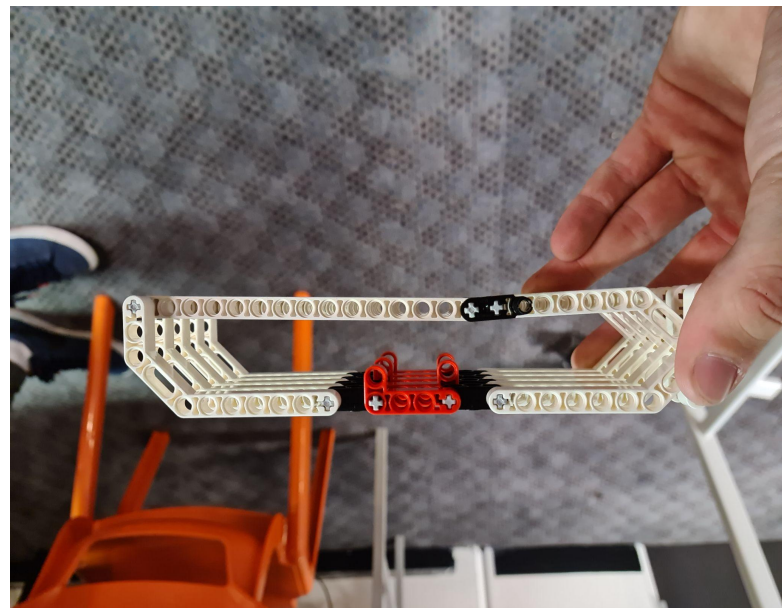
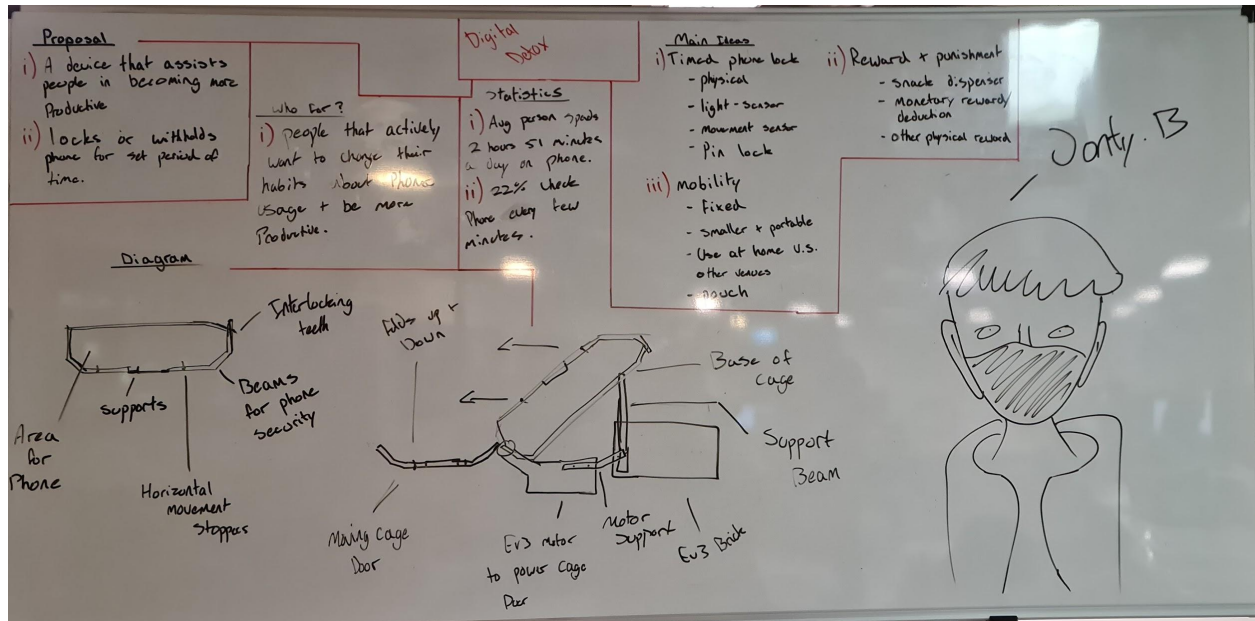
Jonty B - Head of Engineering

Noah S - Head of Software Development

Jonty G - Head of Creative Design and Marketing

Project description

Our device provides a safe and efficient way of digitally detoxing. This device is meant for those who want to actively change their phone usage habits. The device 'traps' the phone for a set period of time allowing the user to experience a digitally detoxed lifestyle that detaches them from the constant pressures of the internet.



Our Code:

```
when program starts
  run for 5 seconds at 25 % speed
  set timer to 1
  set closed to false
  clear display
  repeat until closed = true
    write timer at 20 - 25 with font large block
    if is left button pressed? then
      change timer by -60
      wait 0.25 seconds
      clear display
    if is right button pressed? then
      change timer by 60
      wait 0.25 seconds
      clear display
    if is up button pressed? then
      change timer by 5
      wait 0.25 seconds
      clear display
    if is down button pressed? then
      change timer by -1
      wait 0.25 seconds
      clear display
    if 4 is pressed? then
      change timer by 3600
      wait 0.25 seconds
      clear display
    if 1 is pressed? then
      change timer by -3600
      wait 0.25 seconds
      clear display
    if is center button pressed? then
      run for 1 seconds at 25 % speed
      set fulltimer to timer
      reset timer
      set closed to true
  clear display
  repeat fulltimer
    write timer at 40 - 50 with font large block
    wait 1 seconds
  run for 5 minutes at 25 % speed
```

Evaluation and reflection

Proud ! -

- We are very proud of the locking/ movement mechanism that Jonty B designed. It is very cool and works incredibly. It not only looks really good but it works incredibly efficiently.
- The fact that the program does actually work considering we were programming with blocks!

Problems -

- The rotation of the motors was running on a single rotation, this was stopping the code from running until a full rotation was complete.
- The display was not clearing fast enough causing it to read the incorrect number on the countdown.

Do Differently -

- Use a different coding language
- Make the physical chassis about of a material other than lego

Works Cited

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