3PM

The Beatkicks

Muqeeet S. Mujahid
Miguel Cepeda
Project Overview

• Every time the user takes a step a pulse will be sent out wirelessly to a music device (mp3 player).
• The frequency of the pulse sent will depend on how fast the user is stepping, which could be at a running, jogging or walking pace. Our music device will interpret this information and will pick up a song closest in tempo to the speed of the user.
• Furthermore, we can display and log the information like: average pace of the run and distance traveled.
Sensor Process

- Power
- Piezo Electric Sensor
- PIC
- Wireless Transmitter
Music Player
Parts Ordered
Further Research/Parts

• What kind of PIC to choose for the sensor?
• What kind of ATMEL to choose for the music player?
• Piezoelectric or Accelerometer?
• Xbee or Nordic for wireless protocol?
• Power constraints?
## Division of Labor

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