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Project description

The Emo is an emotional regulator app that serves the purpose of helping you manage your emotions. It is always best to give yourself time to process and feel your emotions. Bottling them up and letting your emotions brew can lead to stress and anxiety. What better way to manage your emotions than with the help of music?

Feeling Sad? Play a song to help you cry it out!

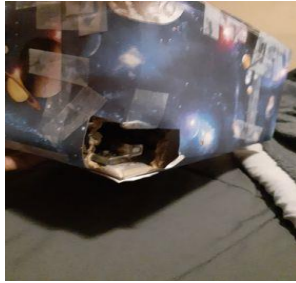
Feeling Happy? Play a happy song to jump around to!

Feeling angry?! Play a song to help you get all that rage out.

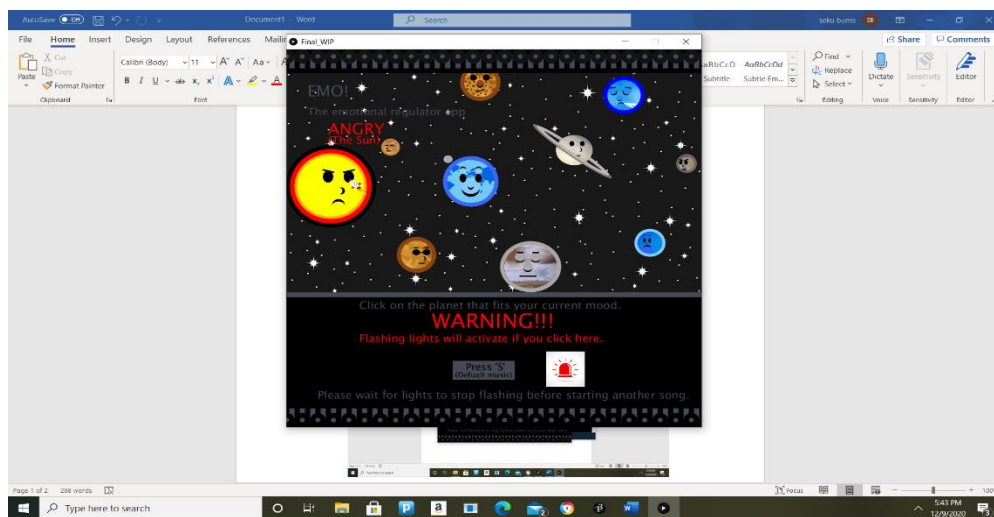


The Astro-Strobe

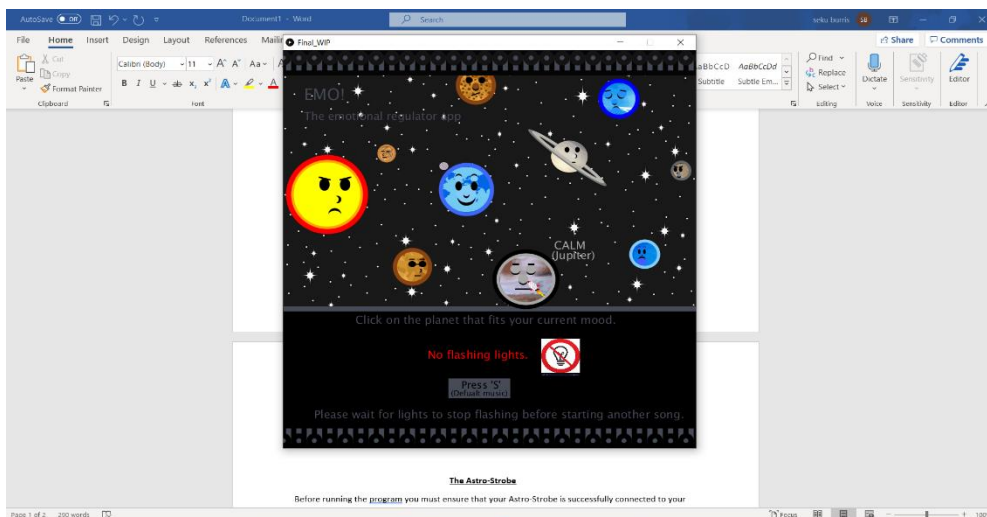
Before running the program you must ensure that your Astro-Strobe is successfully connected to your computer otherwise the program will not run. There is an opening at the bottom corner of the box where must you plug your wire in.



The purpose of the Astro-Strobe is to aid in the processing of emotions via light. Certain song will cause the lights on the Astro-Strobe to flicker synchronously with the beat of the music. Due to this, if you are someone that struggles with epilepsy or seizures it is advised that you cover your Astro-Strobe with a blanket before playing these specific songs.

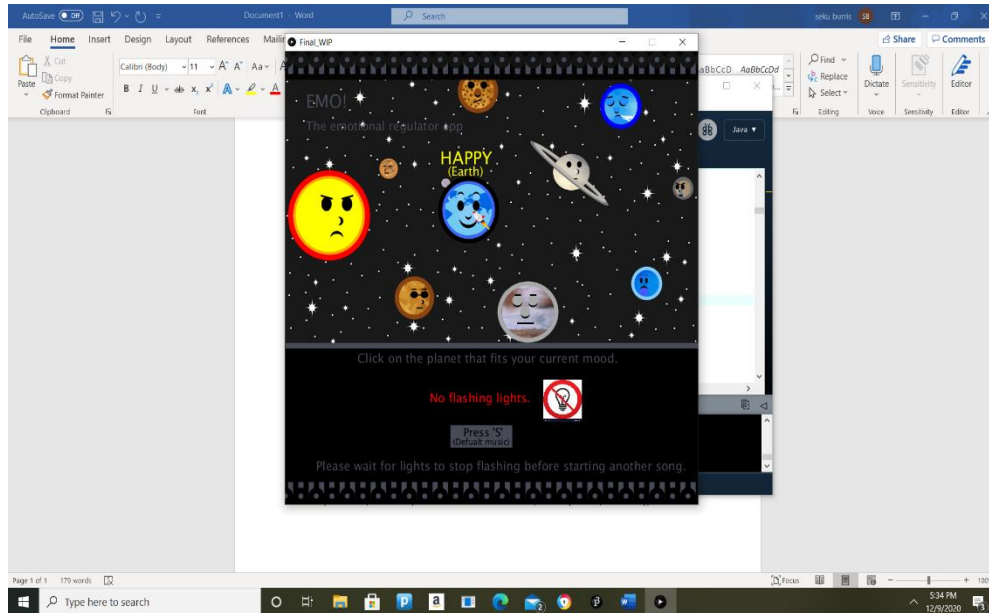


The program gives the user a warning before they are about to lay a song that causes the Astro-Strobe to activate so do not worry. Additionally, the program will inform the user when they are about to play a song that will not cause the Astro-Strobe to activate.



The User Interface

Upon opening the app you will see this interface. Each planet has a different emotion displayed on it in the form of a face. The emotion also appears in text when hovering the cursor over the planet as well the name of the planet itself.



Clicking on the planet will play a song that emulates that specific emotion. The song will continue looping until you silence the music by pressing on the Saturn planet or until you press the "S" key. The "S" key will change the music back to the default music(home screen music), whereas pressing on the Saturn planet will permanently silence all music until another planet is pressed(or the S key is pressed).

How it works

Processing communicates with Arduino every time a planet is pressed via the mouse. Arduino executes specific code that is assigned to the different inputs that come from Processing. The inputs from Processing are differentiated based on the location the mouse is pressed in, on the canvas. The locations are then connected to specific segments of code in Arduino that are executed when a certain location is clicked on, in the canvas in processing. This ultimately allows the user to play a variety of music with flashing lights that are synched to each song.

There are 6 LED's coming from the bread board that go through holes at the top of the box. The Arduino, Breadboard and LED's are all held in place with tape. The Box itself is covered in paper that has been taped to it, to help represent the outer space theme.