Serial Interface Modification

Now that we have our pong game essentially complete, we want to implement a two player mode. To first accomplish this, however, we must go back to our original sender/receiver sketches for debugging.

- Modify your original sending/receiving sketches to also incorporate the "up" and "down" buttons on the input shield.
- As you send more data, you will need a slightly larger delay on the sender's side (and possibly the receiver's side). Experiment and find what works.
- Verify that your code works by opening the Serial port on the receiving side and reading the values. The buttons are active low, so you should see a zero when the "up" or "down" buttons are pressed.
- Implement this new version of the code into your pong game input function.
- Verify that you are still receiving the correct values from the Input Shield when running the code through the Pong game using the Void loop(). Debugging will likely be necessary.
- Verify that your original single player game still behaves correctly and is properly receiving input from the analog stick.