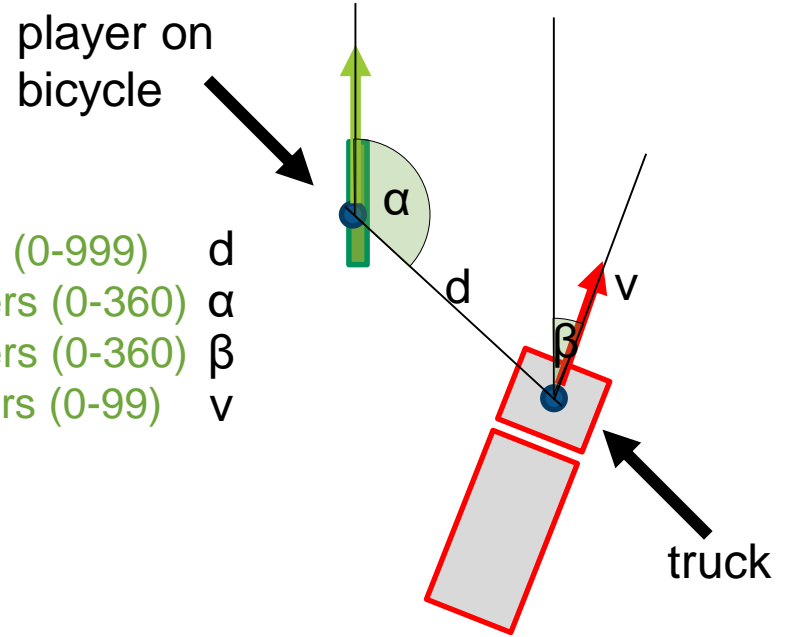


```
struct TruckListEntry {  
    int id; // 6 Characters  
    int distanceToPlayer; // [m] 3 Characters (0-999) d  
    int angleToPlayer; // [deg] 3 Characters (0-360)  $\alpha$   
    int heading; // [deg] 3 Characters (0-360)  $\beta$   
    int velocity; // [m/s] 2 Characters (0-99) v  
};
```



Data Interface in the game

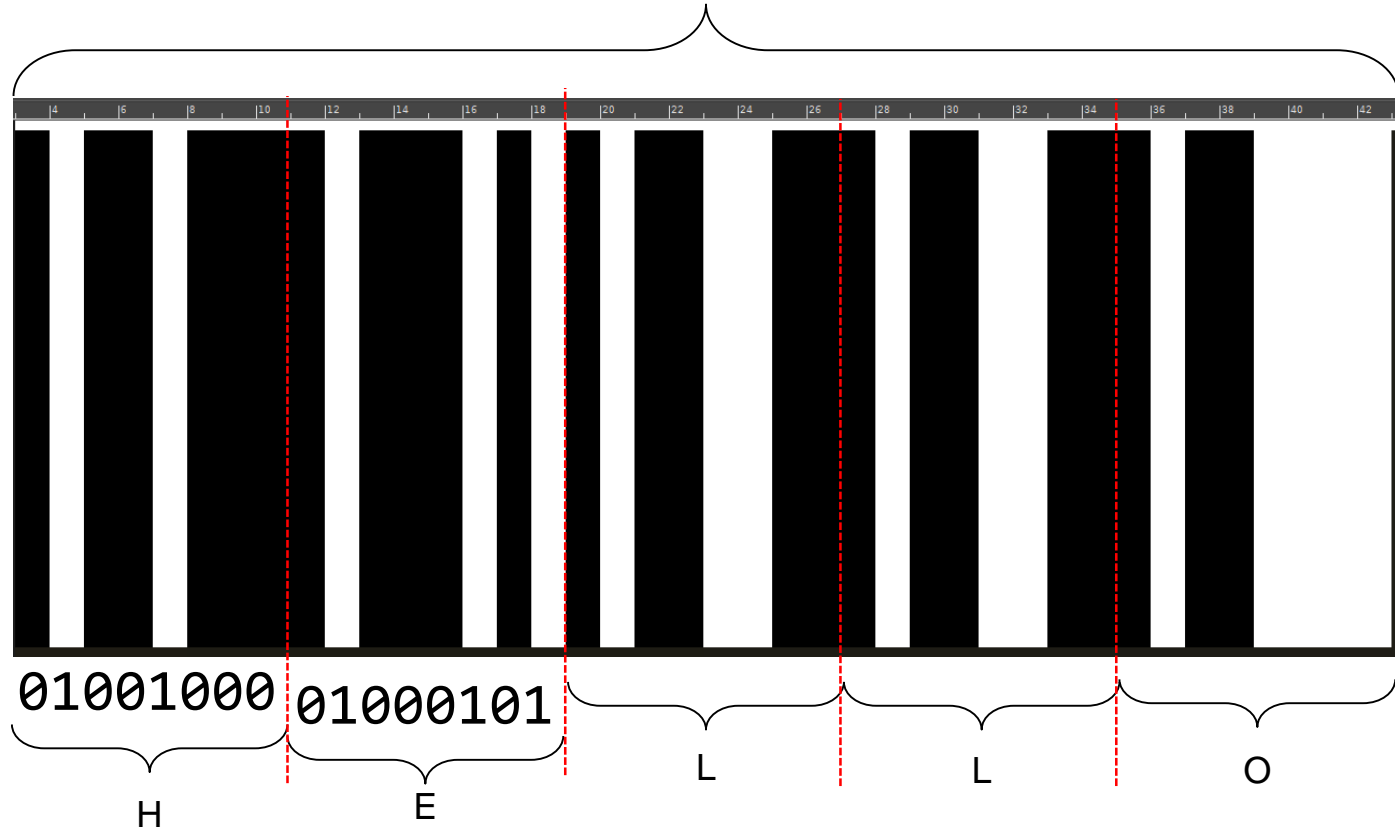
Data encoded in
a barcode



Game
View

Decryption Example (Hello)

5 Characters with 8 Bits = 40 Lines (alias Pixel)



Simulator

1. Calculate truck parameters
2. Store parameters in object

```
struct TruckListEntry {  
    int id = 123456;  
    int distanceToPlayer = 123;  
    int angleToPlayer = 123;  
    int heading = 123;  
    int velocity = 123;  
};
```

3. Encode in CSV string

"123456,12,123,123,12"

4. Encode CSV string in barcode



External Software (external developers)

5. Capture screenshot of barcode
6. Decode CSV string from barcode
7. Decode truck object
8. Use truck object



Pixels on Screen