

Tic-tac-toe Game

Names :

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Our Game is The simple tik-tak-toe

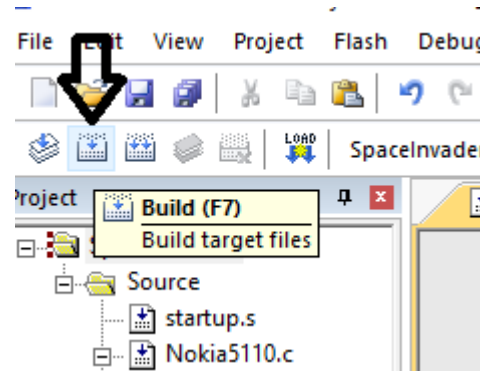
**We have made it using Tivac with microcontroller tm4c123gh6pm ,
with some embedded concepts like interrupts and handling it and
programming it using c and embedded c .**

Hardware needed :

- Tivac with microcontroller tm4c123gh6pm.
- Nokia5110 LCD.
- Wires

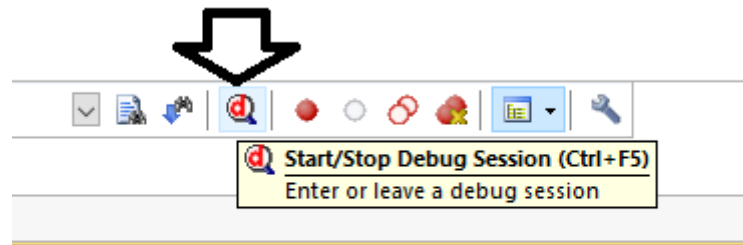
How to run the game :

1-Open the game from "Lab15_VirtualSpaceInvaders.uvproj".

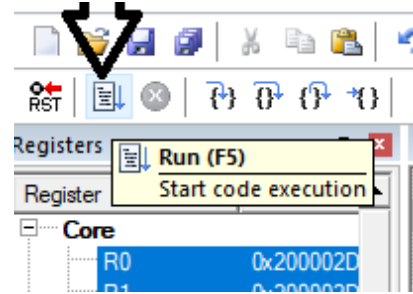


2- Build or rebuild the project.

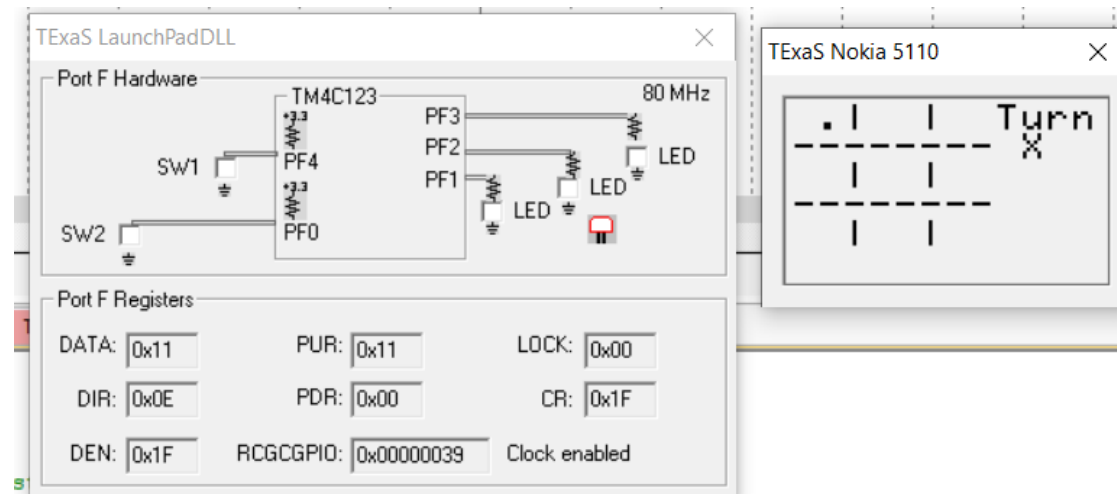
3- Debug the program .



4- Run the program



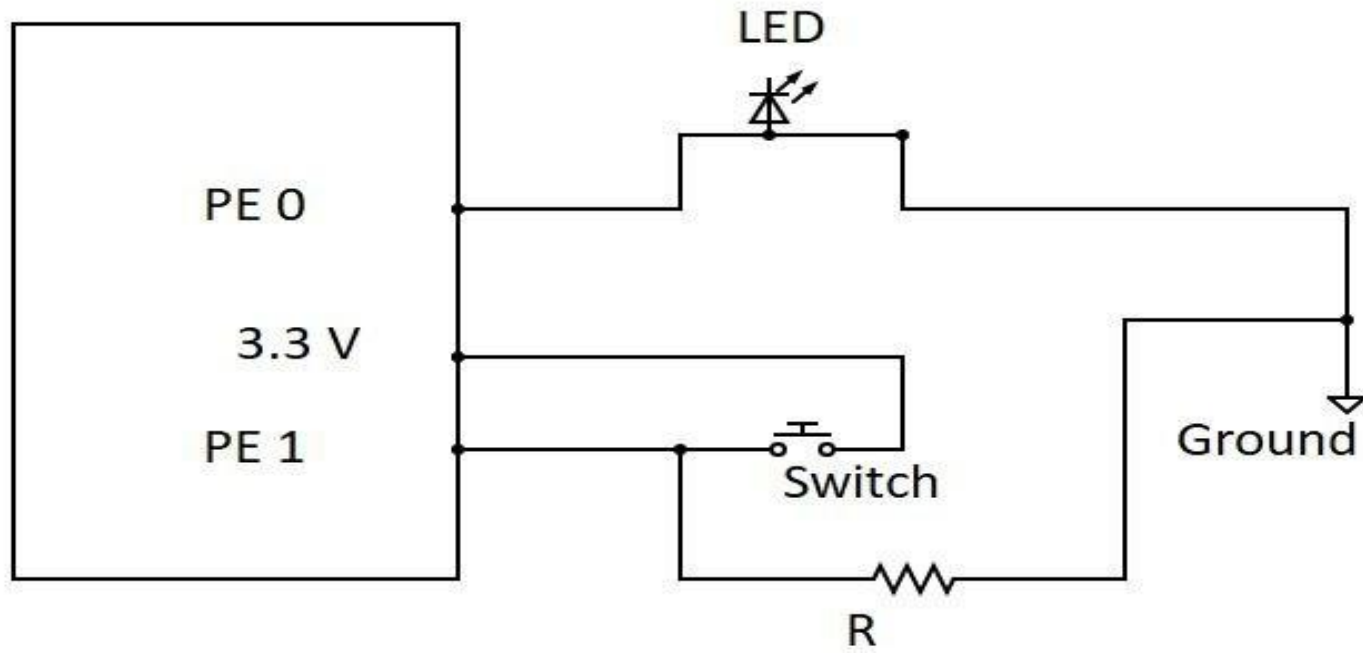
5- We will use switch (sw1,sw2)
to control the game



How does our code work ?

- First we have initialized port f ,port e and the Nokia5510 screen .
- Second we have handled the interrupts of the two switches to control the cursor then pass the value of the index to the function Draw to draw it in the screen .
- We have used the functions of Nokia5510 [SetCursor() , OutString()] to print the values on the screen .
- Then we made another function to test if the conditions of the game is achieved or not .

The complete Circuit :



The flow chart of the project

