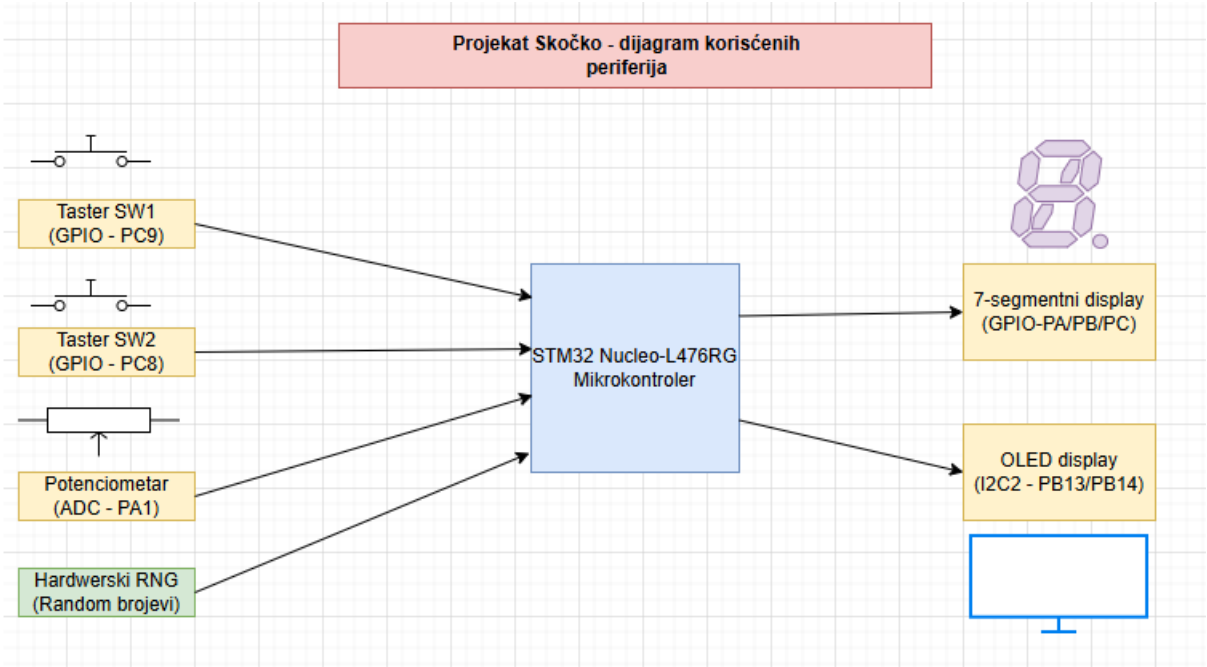
IRS2 Project – Skočko

The project represents a simulation of the **"Skocko" game**. The user's goal is to guess a hidden random combination of **4 digits**, where each digit can be a number in the range **1–6**. The user has **6 attempts** to guess the correct combination.

After each selected combination, the result of the current iteration is displayed on the **OLED screen** in the form of:

- The number of **correct guesses with correct positions**, marked with the symbol **"X"**
- The number of **partially correct guesses** (correct number but wrong position), along with their positions, marked with the symbol **"O"**
- The number of **incorrect guesses**, marked with the symbol **"_"**

The user selects the current digit using a **potentiometer**, and the digit is displayed on a **seven-segment display** as well as on the **OLED screen**. The user confirms the current digit using the **SW1 button** and confirms the final 4-digit combination using the **SW2 button**. The hidden combination is generated using a **hardware random number generator (RNG)**.



Periferije korišćene u ovom radu su:

- ADC - korišćen za očitavanje vrednosti potenciometra radi odabira cifre
- GPIO - učitavanje pritisnutog tastera, selektovanje 7-seg display-a I segmenta
- RNG - generisanje random kombinacije brojeva

- I2C - komunikacija sa OLED display
- SysTick - vremensko upravljanje