The University of Queensland – School of Information Technology and Electrical Engineering
Semester 1, 2019 – CSSE2010 / CSSE7201 Project – Feature Summary

Student Number	Family Name	Given Names
4 5 0 4 1 8 9 9 BUI		Minh Anh

An electronic version of this form will be provided. You must complete the form and include it (as a PDF) in your submission. You must specify which IO devices you've used and how they are connected to your ATmega324A.

Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A	Joystick U/D	Joystick L/R			LEDs L1	LEDs L3	LEDs L4	LEDs L5
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C	SSD DP	SSD G	SSD F	SSD E	SSD D	SSD C	SSD B	SSD A
D						SSD CC	Serial RX	Serial TX
							Baud rate: 19200	

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash screen	✔		/4	
Move Right	✔		/4	
Base Station Limits	✔		/6	
Hit Detection	✔		/10	
Replacement Asteroids	✔		/10	
Scoring #1	✔		/10	
Scoring #2	✔	Score is maintained on SSD at game over	/10	/54
Falling Asteroids	✔		/6	
Base Station Hit Detection	✔		/6	
Multiple Lives	✔		/6	
Acceleration	✔	Asteroids accelerates after 5 scores gained.	/6	
Game Pause	✔		/6	/30
EEPROM Leaderboard	✔	The rank will only showed up if there exists high score.	/5	
Sound Effects	☐		/5	
Joystick	✔		/5	
Terminal Game Display	☐		/5	
Visual Effects	☐		/5	
Variable Speed Asteroids	☐		/5	/20 max

Total: (out of 100, max 100)

Penalties: (code compilation, incorrect submission files, etc. Does not include late penalty)

Final Mark: (excluding any late penalty which will be calculated separately)