

SE 101 – Lab Proposal

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Project Description:

A version of Flappy bird where the user can have the option to clap in order to make flappy bird fly.

Major Software Components to Project

- Implementation of LCD User interface
- Implementation of Game to Recognize external Sounds. (Allowing sound to control Sprite)
- Implementation of 2D graphics and animations

Hardware Required:

- Arduino Uno (RigidWare Store)
- Breadboard (RigidWare Store)
- Sound Sensor (Probably also Rigidware Store)
- Wires (Rigidware Store)
- Shield (Rigidware Store)
- Buttons 2x (RigidWare Store)

Challenges Anticipated:

- Drawing and moving a complex object
- Differentiation between noises
- Using sound instead of standard buttons as control
- Time Management