

The University of Queensland - School of Information Technology and Electrical Engineering
Semester 1, 2017 – CSSE2010 / CSSE7201 Project – Feature Summary

	Student Number							Family Name	Given Names
Student #1	4	3	8	2	9	1	1	Akgur	Arda
Student #2 (if group)									

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	SSD CC						U/D	L/R
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							Serial RX	Serial TX
							Baud rate: 19200	
Notes for Marker e.g. compile/link options		it should compile automatically on Atmel if files together in same proj						

Feature (For Groups)	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Marks (indiv/grp)	
Splash screen	✓	implemented in project.c	4/3	
Snake Movement	✓	implemented in project.c and snake.c	8/5	
Collision Detect	✓	in snake.c	6/4	
Scoring	✓	in game.c and project.c	10/7	
Game Pause	✓	in project.c, in respect to timed events integrity	10/7	
Length Display	✓	in project.c	15/10	
New Game			(1)/5	
Randomisation			(1)/7	
High Score			(1)/5	/53
Acceleration	✓	in game.c, related to gameSpeed in game.c	9/6	
Super-food	✓	in game.c and superFood.c and superFood.h	9/6	
Rats	✓	in game.c and rat.c and rat.h	9/6	
Moving Food			(1)/5	
Wrapping Toggle			(1)/4	/27
EEPROM Leaders	✓	in project.c, mainly in game over function	7/5	
Sound Effects			7/5	
Joystick	✓	in project.c and joystic.c and joystic.h	7/5	
EEPROM game			7/5	
Terminal Display	✓	in project.c, single function	7/5	
Other Advanced	✓	TRON Lightcycle Battle Hidden game mode	max 7/7	/20 max

(Penalties apply for)

Press 'T' in-game for activate
source tron.c tron.h

Total: (out of 100, max 100)