

02122 Project course, Spring 2014  
DTU Compute  
Technical University of Denmark

Katabasis  
Group 6.1

Carsten Nielsen  
Cebail Erdogan  
Philip Berman  
Jonathan Becktor

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## **Abstract**

Using the Arduino hardware with Gameduino 2, we'll create an advanced game. The game will have elements as AI and Map generation. Coding in arduinos environment and make it work in the limited hardware is quite a challenge and fun.

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# Chapter 1

## Introduction

The main purpose of the project is to make an advanced game using the Arduino hardware. Arduino is a programmable piece of hardware. Combining it with the Gameduino 2 makes it possible for us to create a rich game. The Gameduino extends the Arduino with a touch screen, extra space and processing power.

# Chapter 2

## Problem Analysis

Define domain specific concepts to be used in the rest of the report.

Explain the problems considered, features to be implemented, etc.

Possibly merge with the next section.

# Chapter 3

## Requirements specification

Be more precise about what the system should and should not satisfy. Be sure to use the vocabulary introduced in the problem analysis.

# Chapter 4

## Overall design

Describe the overall structure of the system, the different components of the system and interfaces between these.

# Chapter 5

## Testing and performance analysis

Present test methodology as well as results in this section. In addition, if performance analysis of the system is interesting, present it here as well.

A few screenshots of the program can be included here as well.



# Chapter 6

## Discussion

Discuss the problems, challenges and solutions encountered. What did you learn? What gave you troubles? Interesting future extensions and improvements of the system can be discussed here as well.

# Chapter 7

## Conclusion

Summarize the main results. This section should make sense even if the reader has only read the introduction.

## References

List your references here.

# Chapter 8

## Appendices

E.g., examples, screenshots, test cases, tables, if any.

**Include source code in the electronic version of the report**