

Progress Summary

Bonus part: Finished setting up I2C module and is testing on the board to receive light sensor data from the board.

Part 1: Working on the hit detection of the crosshair on the cubes

Part 2: Implemented scoring and panel display

Part 3: A pseudo random number generator is implemented without entropy

Part 4: structures defined for cubes, basic cube movement is implemented, cubes change direction when obstructed

Part 5: Finished coding for hardware PWM driver of Buzzer and Multi-Color LED

Team Responsibilities

Lingze Zeng: Implementing bonus part

Yue Zhu: Implemented hardware PWM driver (part 5)

Tingyang Meng: Joystick Input & Crosshair Display(Part 1), Game Scoring and Panel Display(Part2)

Jack Chandler: Random Number Generation (Part 3), Cube Architecture (Part 4)