Embedded Systems LED Project

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# Project Description

Simple Game. Using an 8x8 matrix the player is at the bottom of the screen and can move side to side. Every X seconds a “brick” led will fall towards the player and they must “catch” it. As the game progresses the rate at which the bricks drop, and their speed will increase. Every time the player catches a brick, they earn 1 point which will be displayed on a 7 segment display. The lives of the player will be displayed using Y.

The game will be able to continue until the player loses all lives

Possibly add in a buzzer for win / lose sounds.

# Components

* Buttons x 2
* 8x8 Red LED Matrix
* 4 Digit 7 Segment Display
* Buzzer

# Use Cases

**Game Start**

Press button on Arduino to restart game.

**Game Over**

User runs out of lives.

**Move**

User Press button to Move.

**View Score**

The user can see their score with the led display

**View Lives**

The user can see their lives with the

# Code

# Breadboard Schematic