Introduction to Embedded Systems

Final project: TETRIS GAME

Submitted by:
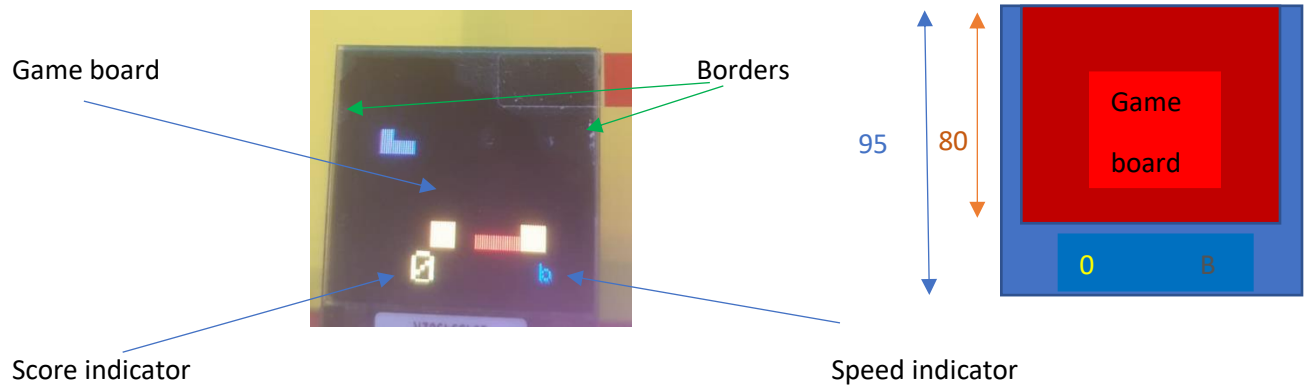*Tsibulsky David – 309444065*
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Game manual:

- ## Link To video Demonstration:
  ### Demonstration Video

Display:

Game board

Borders

Score indicator

Speed indicator

95

85

95

80

Game board

0   8

Colors:

Background: Black ⬛

Shapes:

Z shape – BROWN ⬛

T shape - CORAL ⬛

L shape -GREEN ⬛
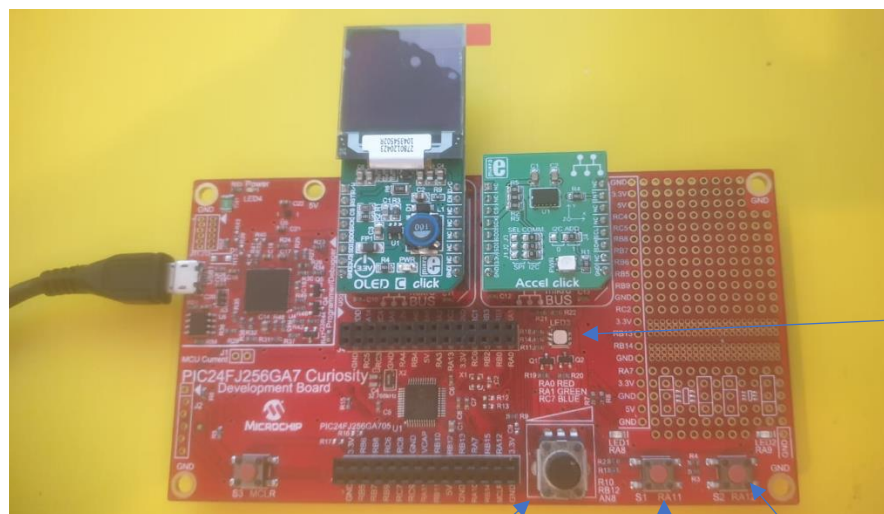
flipped L shape – INDIGO ⬛

square shape – ORANGE ⬛

long bar shape – RED ⬛

Score:

Starts with 0 and gain 100 every removed row .

Control:

RGB LED

INDICATOR

Potentiometer   Switch – 1   Switch - 2

Move Left: Move potentiometer to left end and then return to the center .

Move Left: Move potentiometer to left end and then return to the center .

Rotate clockwise: press switch 1 .

Rotate counterclockwise: press switch 2 .

Change speed: Press both switch 1 and switch 2 .

RGB LED INDICATOR: Shows the color of the next coming shape.

*Then the row that is been remove – it blinks 3 times before.

Speed:

a – Slow speed.

b – Fast speed.

End Game:

When the game is end
Display shows the score
And ask if you want to play
again.

To play again – press switch 2.

To end the game – press switch 1.

THANK YOU!

ENJOY 😊