

SOFT8037 Embedded Systems Programming – Project – Part B – QEMU option

Completion Date: 17th May 2020

Value: 25 marks

On completion please zip up your files and upload to Canvas.

Pacman application for the QEMU emulated versatilepb board.

1. Briefly explain how the application as described in the pacman-qemu.zip file works.
2. Add code to stop pacman from crashing into the walls.
3. Add code to move the other sprites – see the rand function. See code in Pacman.zip for linux. The source is here <https://github.com/AXDOOMER/Pacman>.
4. Allow the user to enter his/her name and update the score.