“Text Adventure” Game Arduino

Desired Behavior for Arduino game:

This game is meant to use 2 pushbuttons, 2 LED lights, and a 16x2 LCD screen. The basic premise of the game is the user will be presented with several “dangers” while on a hike, and they must press a button to take an action against the danger. One button represents “running” and should have a red LED go off (for 1 second) any time it is pressed, and the other button represents “staying still” which should have a blue LED go off (for one second) any time it is pressed.

Once the Arduino is powered, the LCD display should flash between two messages at a 1.5 second interval. The two messages are “Welcome” and “Push to Start”. After a button is pushed, the two LEDS should alternate flashing for a second at an interval of ~.2 seconds.

The LCD should then display “Bear” and wait for the user to press one of the two buttons. If they press the “run” button, the LCD should say “Game Over”, and bring them back to the start of the game (the press to start part). If they press the “stay still” button, the LCD should display “Correct”.

If they got the first situation correct, the LCD should then display “Fire”. If they press the “stay still” button, the LCD should say “Game Over”, and bring them back to the start of the game (the press to start part). If they press the “run” button, the LCD should say “Correct”.

If they got the second situation correct, the LCD should display “Lost”. If they press the “run” button, the LCD should say “Game Over”, and bring them back to the start of the game (the press to start part). If they press the “stay still” button, the LCD should display “Correct”.

If the user got all three situations correct, the LCD should then display “You Win”. It should then return to the beginning of the game (push to start part).

\*\*\*\*\*\*Notes: the situation displays (Bear, Fire, Lost) should hold on the LCD screen until the user presses a button. The result displays (Game Over, Correct) Should display for 2 seconds f=before moving to their next stage. The Win display (You Win) should stay for 3 seconds. Below is a picture of the wiring I was planning on using for this:

