Project explaination

Everything is implemented as it was denoted in the project.

2 out of 3 bonus parts implemented

Implemented: score table & led matrix

Not implemented: random word generator

Three different FSMs used. Report on that is also provided - *a bit untidy*

FSM 1 - keyboard inputs taken with it before the game starts

FSM 2 - main loop of the game logic used for guessing the word

FSM 3- check word function that is called in main loop

How it works?

In the beginning user is selecting a letter it wants and pressing enter when the letter is selected. It can press start to start the game when the word is entered. Using the same keyboard and enter button it is guessing the letter. After the game is either lost or won user can reset it using a reset button that is next to the enter and start buttons.