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Summary:

The enhancements that I've implemented was first make a region of values for the analog joystick to read as a movement either up, down, left, right or neutral. This will allow better control for the user. The next enhancement I've made was enabled port interrupts for the blue button. This button will trip a flag that will enable logic to reverse the snake. The head would become the tail and the tail will be the head. Afterwards, there will be a delay so that the user has time to change direction of the snake. Lastly, I also used port interrupts for the yellow button. When the game boots up, there will be a start screen, the yellow button starts the game. When game over, there will be a display stating that and the size. After another delay, the start screen will be activated once more, and the yellow button will start the game. This is to evade the need to compile and re-upload the code after each game.