

**The University of Queensland – School of Information Technology and Electrical Engineering**  
**Semester 1, 2022 – CSSE2010 / CSSE7201 Project – Feature Summary INTERNAL**

Student Number								Family Name	Given Names
									Eve

An electronic version of this form will be provided. You must complete the form and include it (as a PDF) in your submission. You must specify which IO devices you've used and how they are connected to your ATmega324A.

Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A	DP	G	F	E	D	C	B	A
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C						CC		
D					LO		Serial RX	Serial TX
							Baud rate: 19200	

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark
Start screen	✓		/4
Move Cursor with Buttons	✓		/12
Move Cursor with Terminal Input	✓		/5
Game Phase 1	✓		/8
Turn Indicator	✓		/6
Game Phase 2	✓		/10
Valid Move Detection on LED	✓		/7
Game Over	✓		/12
Visual Display of Legal Moves	✓		/7
Longest Line Display	✓	May not work, not sure if initialised properly	/7
Turn Timing			/7
Game Pause	✓		/7
Visual Effects			/5
Best of 3 Tournament			/5
Joystick			/5
Sound Effects			/5

**Total: (out of 100)**

**General deductions:** (errors in the program that do not fall into any above category, e.g general lag in gameplay)

**Penalties:** (code compilation, incorrect submission files, etc. Does not include late penalty)

**Final Mark:** (excluding any late penalty which will be calculated separately)