Game Lab Report

Group: _____

Introduction
    Purpose/Objectives   _____   _____
    Overview of game   _____   _____
    _____   _____   _____   *Sum:* _____

Hardware Description
    Overview   _____   _____
    Standard LEDs   _____   _____
    Bi-color LEDs   _____   _____
    Pushbuttons   _____   _____
    Slide Switches   _____   _____
    Resistors   _____   _____
    Potentiometer   _____   _____
    Chip(s) (Buffer,Inverter)   _____   _____
    _____   _____   _____
    _____   _____   _____   *Sum:* _____

Software Description
    Overview/Description of Game Flow   _____   _____
    Initialization - Ports, timer   _____   _____
    Masking (Purpose & Means)   _____   _____
    Reading Digital Input Pins   _____   _____
    Sending Digital Output to Pins   _____   _____
    Use of timer   _____   _____
    Use of interrupts   _____   _____
    Reading Analog Input, A/D Results   _____   _____
    Game Win/Loss   _____   _____
    _____   _____   _____
    _____   _____   _____
    _____   _____   _____   *Sum:* _____

Results & Conclusions
    Description of Goal Achievement   _____   _____
    What was Learned   _____   _____
    Problems Encountered & Solution   _____   _____   *Sum:* _____

Code
    Format   _____   _____
    Commented   _____   _____   *Sum:* _____

Flowchart
    Content   _____   _____
    Format   _____   _____   *Sum:* _____

Schematic
    Content   _____   _____
    Format   _____   _____   *Sum:* _____

Division of Labor   **Y/N**   _____

Formatting & Neatness
    Consistent Page Numbering thru report   _____   _____
    Cover Sheet   _____   _____
    Table of Contents   _____   _____
    References (Proper Format)   _____   _____
    Spelling & Grammer   _____   _____   *Sum:* _____

Lateness
    -20% per School Day   -20 x _____   _____   *Sum:* _____

Total   **100**   *Total Points:*_____