



# CORE

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# Introduction

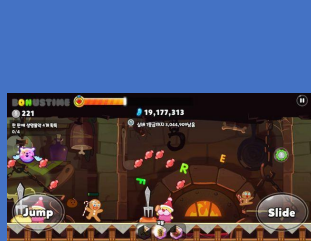
## Running Action Game



30sec



30sec

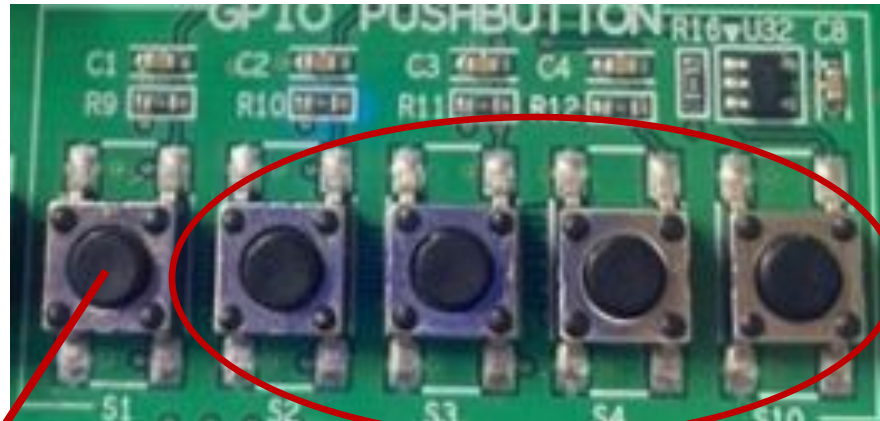


30sec



# Introduction

## Running Action Game

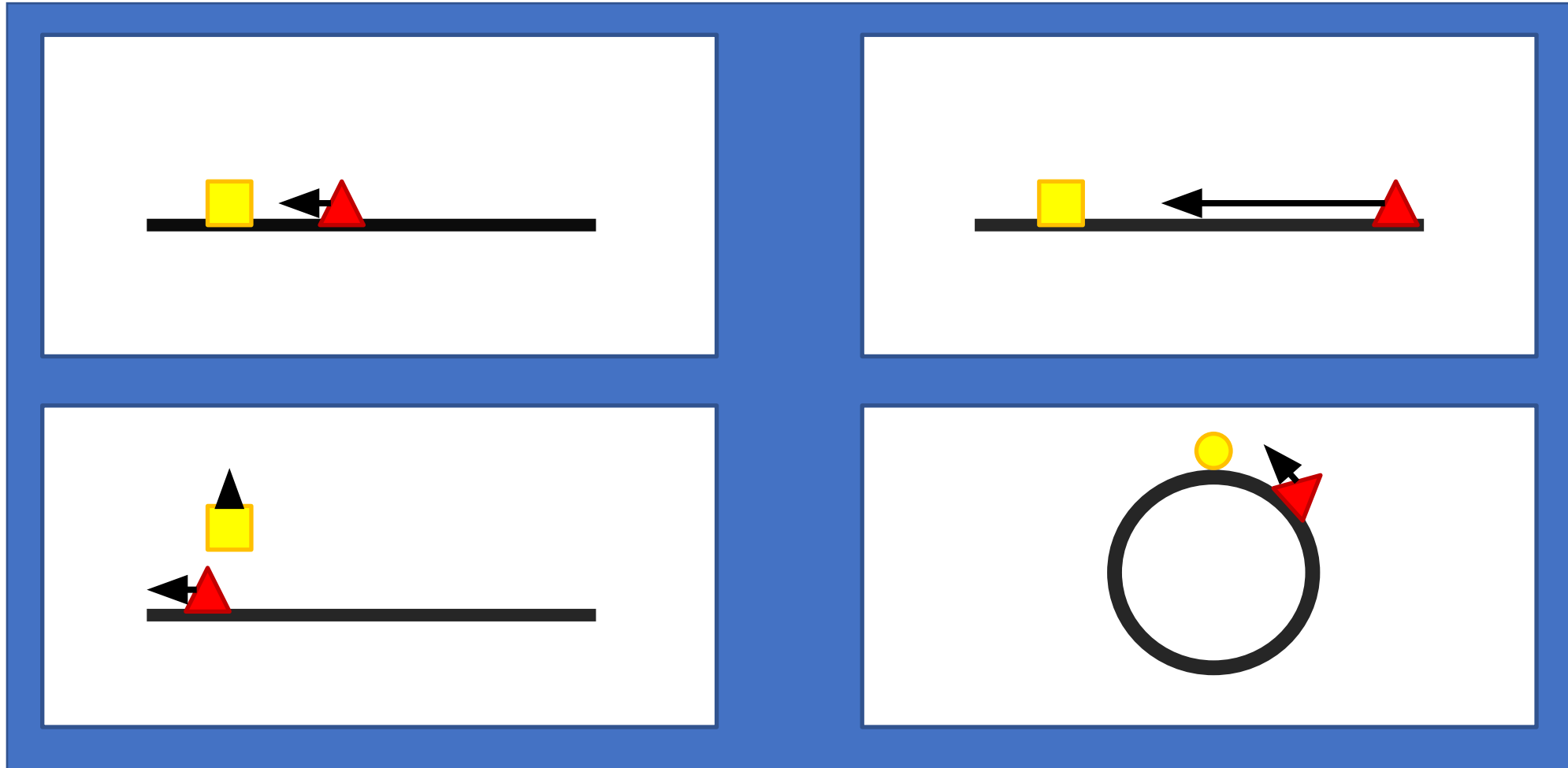


Game Start

Jump button for each section

# Introduction

## Simplification



# Module

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01

## 7-Segment

Display time, score.

02

## Push button

Control functions (game start, jump, etc.)

03

## TEXT LCD

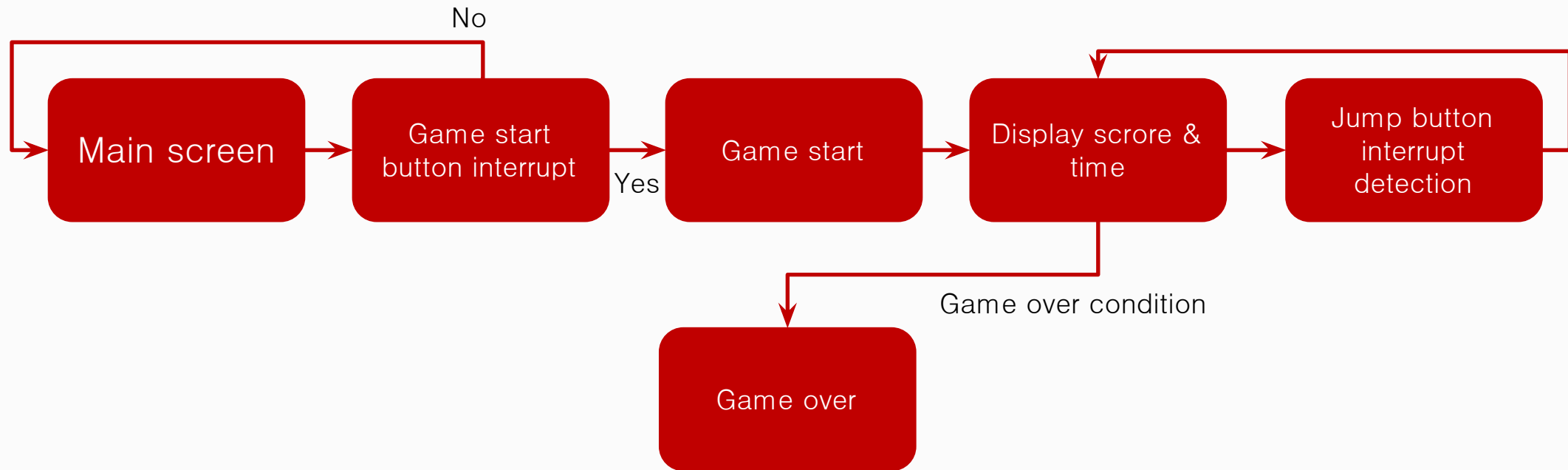
Display game level, score, etc.

04

## TFT LCD

Display main game

# Flow-chart



Q/A

