Assignemnt 2

*A Game for the AVR-*

*Written in Assembler Language*

[Daniela Crucerescu (260110)](https://mit.viauc.dk/Person.aspx?accountname=VIA%5C260110)

Hristo Rumenov Getov (260064)  
Nikolay Dimitrov Nikolov (260063)

**Implementation:**

In the beginning, to describe our game we made an Activity Diagram in *Astah* for it. Then we took the STK600 development board and we implemented some basic staff (turn on a led, turn off a led).

Thanks to these small steps, we managed to implement our game in AVR assembler. We divided our process of implementation in 3 versions, in every version we improved the game so that in the end we have reached the desired result.

Even though we worked together in class but we made all the pushes to the git repository from Nikolay’s computer because we wrote the code there.

**Test:**

We tested the 10 level game because you should have superpowers in order to test 30 level game.

|  |  |  |
| --- | --- | --- |
| ***Action*** | ***Expected Result*** | ***Result after Test*** |
| Starting the game | All lights on | Passed |
| Before showing sequence of lights (before each level) | All lights off | Passed |
| Different levels | Shows different sequence of lights for each level | Passed |
| Correct input from user | All lights on | Passed |
| Wrong input from user | Light up all lights one by one from first to last | Passed |
| After the wrong input | Restart the game | Passed |
| Complete all levels (win the game) | All lights blink until restart of the board | Passed |