The University of Queensland – School of Electrical Engineering and Computer Science
Semester One, 2024 – CSSE2010/CSSE7201 Project – Feature Summary

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 have used and how they are connected to your ATmega324A. Failure to include this form with your submission will result in no marks being awarded for the project. Failure to specify connections and/or attempted features will result in no marks being awarded for the relevant features.

Student Number								Family Name	Given Names
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Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A							Joystick vertical	Joystick horizontal
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C			LED 5	LED 4	LED 3	LED 2	LED 1	LED 0
D							Serial RX	Serial TX
							Baud rate: 19200	

Feature	✔ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash Screen	✔		/4	
Move Cursor with Push Buttons	✔		/6	
Move Cursor with Terminal Input	✔		/6	
Human Turn	✔		/8	
Computer Turn	✔		/6	
Invalid Move	✔		/4	
Sinking Ships	✔		/4	
Game Over	✔		/6	
Ship Setup – Human	✔	For ship overlap, only overlapping segments turn red	/8	
Cheating	✔	Cheats hide upon game over. If c pressed while cheats already visible, they stay visible and 1-second period resets	/4	
Seven-Segment Timer	☐		/6	/50
Game Pause	✔	Human ship setup can't be paused	/6	
Computer Turn – Search & Destroy	✔		/8	
Ship Setup – Computer	✔		/6	
Cheatin' 2 – Electric Boogaloo	✔		/4	
Salvo Mode	✔	For salvo mode during human turn, fired cells turn dark green	/6	
Sound Effects	☐		/6	/30
Firing Animation	☐		/6	
Joystick	✔	If joystick angle is a multiple of 45º, works fine. Otherwise not very accurate	/6	
Computer Turn – Smart Targeting	☐		/6	
High Score	✔	Only calculates & prints score. No EEPROM/entering name implemented	/8	/20

Total: (out of 100)

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

Penalties: (code compilation, incorrect submission files, etc. does <u>not</u> include late penalty)

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