|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 |
| C0 | C1 | C2 | C3 | C4 | C5 | C6 | C7 |

Initialize interrupt to occur if 2 seconds have passed without a move.

---Overall---

Win = 0;

While (true){

If (location == C7){

Display:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Y | O | U |  |  |  |  |  |
| W | O | N | ! |  |  |  |  |

cursorToLineOne();

writeString(YOU);

cursorToLineTwo();

writeString(WON!)

Win = 1;

While(win == 1){

Poll for a button push

If(PB1, PB2, PB3, or PB4){

Win = 0;

Clr, and reset screen

}

}

Else if ( begin polling) {

If( PB1 and location != 87){

Clr screen and move R by adding 1 to location.

}

If( PB2 and location != 80 or c0){

Clr screen and move L by subtracting 1 from location.

}

If( PB3 and location >= c0){

Clr screen and move up by subtracting 100 (binary)

}

If( PB4 and location < c0){

Clr screen and move down by adding 100 (binary)

}

If (interrupt == 1){

Display:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| G | A | M | E |  |  |  |  |
| O | V | E | R | ! |  |  |  |

cursorToLineOne();

writeString(GAME);

cursorToLineTwo();

writeString(OVER!)

Win = 1;

While(win == 1){

Poll for a button push

If(PB1, PB2, PB3, or PB4){

Win = 0;

Clr, and reset screen

}