Function Proof

Functional Breadboard

Splash Screen	Main Menu	Single Player Mode

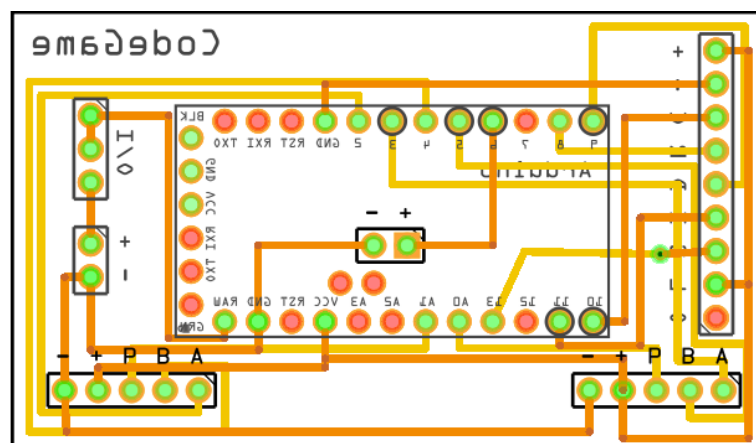| Multiplayer Mode	Help Screen	About Screen
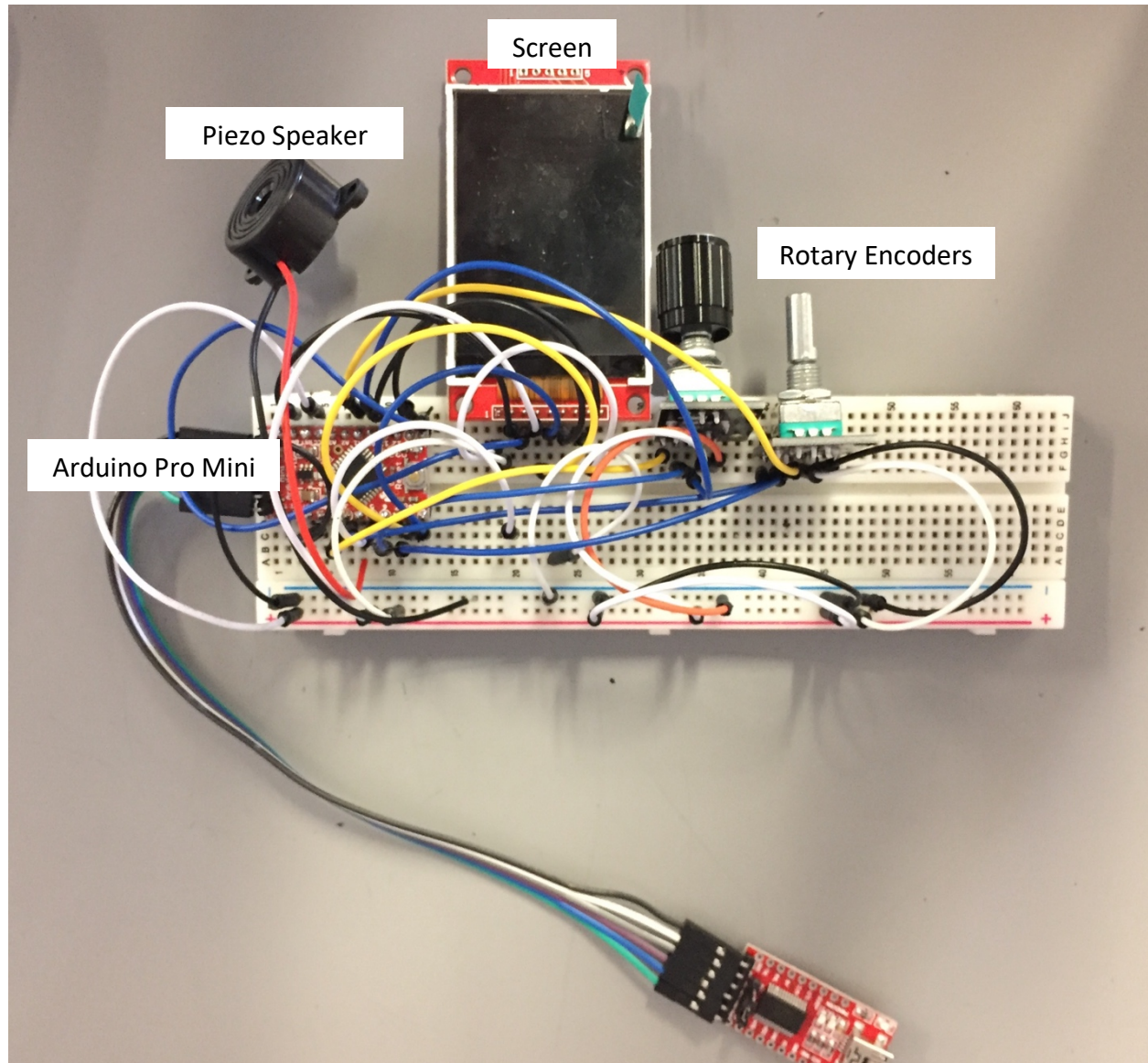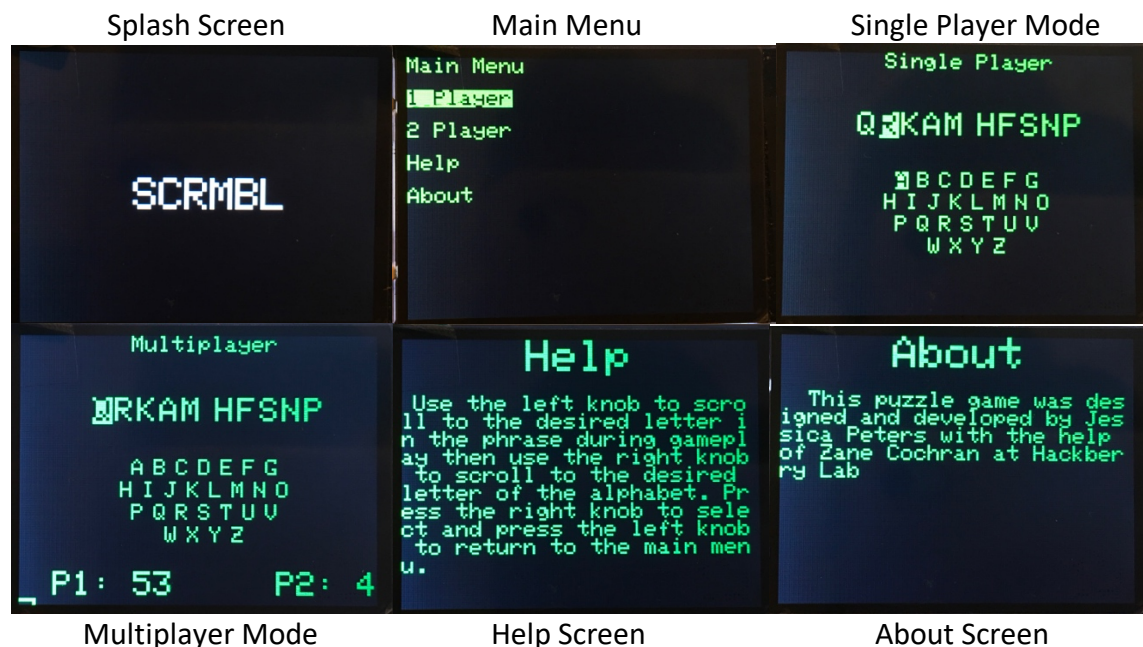
Once I figured out the correct wiring for my screen, I was able to get it working fairly early on in the process. I was extremely excited about the animated splash screen we were able to create. However, I found that I had the most difficulty with figuring out how to program the two rotary encoders to work with my initial design for the game. I discovered that I had to decrease the size of everything on the screen to make the rotary encoders appear more responsive since the screen's refresh rate was extremely slow. Overall, I think the rotary encoders will be perfect for controlling the elements on the screen despite being difficult to initially set up and implement.

PCB Design