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

Student Number						Family Name	Given Names		
4									

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.

Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A								
В	S	SPI connection	to LED matri	x	Button B3	Button B2	Button B1	Button B0
С								
D							Serial RX Baud rat	Serial TX te: 19200

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash Screen			/4	
Move Player with Push Buttons			/6	
Move Player with Terminal Input			/6	
Game Logic - Walls			/6	
Game Logic – Boxes			/8	
Level Time			/4	
Seven-Segment Display Step Count			/6	
Terminal Game Display			/6	
Level Victory			/8	/50
Game Pause			/6	
Level Two			/6	
Sound Effects			/6	
Visual Effects			/6	
Move Player with Joystick			/10	/30
Undo Moves			/8	
Redo Moves			/8	
Game Progress Save			/8	/20

Game Progress Save	/8	/20			
Total: (out of 100)					
General deductions: (errors in the program that do not 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)					