

The University of Queensland - School of Information Technology and Electrical Engineering
Semester 1, 2014 – CSSE2010 / CSSE7201 Project – Feature Summary

	Student Number								Family Name	Given Names
Student #1										
Student #2 (if group)										

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've 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								
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C								
D							RX	TX
							Baud rate: 19200	

Feature (For Groups)	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark (out of indiv/group)	
Splash screen			4/3	
Scoring #1			9/6	
Moving L/R/D			15/10	
Multiple Lives			15/10	
Scrolling Speeds			12/8	
New Game			1/6	
Random Positions			1/6	
High Score			1/6	/55
Game Pause			6/4	
Game Levels			6/4	
Acceleration			6/4	
Time Limit			8/5	
Diff Game Levels			1/3	
Random Seeding			1/2	
Auto-repeat			1/4	/26
EEPROM Leaders			6/4	
Sound Effects			6/4	
Joystick			6/4	
EEPROM game			6/4	
Other Advanced			max 7/7	/19 max

Total: (out of 100, max 100)

Penalties: (code compilation, incorrect submission files, etc. Does not include late penalty)

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