Timestamp	Name	Game	Source Code	YouTube link	Subfile1.c	Subfile2.c	Subfile3.c	Subfile4.c
4/26/2014 19:55:04	Tony L	Space Invaders - as I remember it from 35 years ago - compressed, and miniaturized to fit a Nokia5110 display - still true to the original feel. Invaders march faster, ever faster as you muster earth's frantic defenses. With only the LEDs as guide (green is good, red is - well, not so good) you must eliminate all 15 invaders. But wait, there's more, you have 3 lives in which to do it. Be sure to turn up the volume and aim for a high score as you keep the earth safe for humanity!	http://codepad.org/2YAR0yw7	http://youtu.be/wkoryiblxcs	http://codepad.org/OODYOi7x	http://codepad.org/n5JBRZtM		
5/2/2014 10:20:24	Alex Jimenez	This game is a simplified version of the original Space Invaders. It has 5 different stages, each of them increasing the level of difficulty. The game begins by pushing either SW1 or SW2. Your final score is directly the number of invaders you have destroyed. If you get 15 points, you will win.When begining, you will have 4 extra-lives which are indicated at the bottom part or the display showing 4 small dots.	http://codepad.org/j5703UZh		http://codepad.org/C6j3vR9S			
5/8/2014 11:05:56	Alessandro Storchi	This game is inspired by "Defender" (1980). Control player ship by slide pot and avoid enemies and rockets. Fire button (PE0) fires a rocket against enemies. Special fire button (PE1) destroys all enemies on the screen (only once per game). You have four lives and must go beyond three challenging levels to win. Enjoy !!!!!	http://codepad.org/msry7Hi1	http://youtu.be/GpUETvDSYrc	http://codepad.org/kenB5Ug1	http://codepad.org/kq7iYEUF	http://codepad.org/3owADSJs	
5/6/2014 11:22:46	Ivan Deras Tabora	I implemented the Space Invaders game. My implementataion allows the player to shoot more than one missile at once as the score increase, the maximum missiles at once are 3. Also the enemies increase the number of shoots as time pass. Enjoy the game.	http://codepad.org/fkAQjzwa	http://youtu.be/XDF4bU9WSJc	http://codepad.org/Zh0O7CcP	http://codepad.org/ysaNoYlg		
5/6/2014 14:16:02	MLDev	The object of Pacman is to get as many points as you can before being eliminated. Points are scored by eating everything you can find in the maze but be careful the maze is guarded by 5 ghosts. When a ghost hits Pacman that man is lost. There is 5 pluses located at various places in the maze. Every time Pacman eats a plus the ghosts slow down. This only lasts for a short time though. When a ghost slows down and Pacman eats it you gain points but the ghost returns home and ready to chase again.		http://youtu.be/ILHH8bnCTtc				
5/6/2014 18:35:29	Arkham00	We all started loving computers playing with Space Invaders (at least in the '80s). I had too little time to complete everything so sounds are missing and some other to-do (multi levels, multiple enemies types and so on). But the core game engine is complete: enemy missiles, ship lasers, objects collisions, explosions animations. [ship position is "inertial" so the ship stops if the slider is in the middle] (comments to my email: arkham00 at inbox.com)	http://codepad.org/QCLkSgzK					
5/7/2014 9:21:56	Leandro Poloni Dantas	That is my Sapce Invaders. It works out fine. I created new aliens like Snoopy and Smile. (Simulation: http://youtu.be/sNor10EbR24) Este é o meu Sapce Invaders. Ele funciona bem. Eu criei novos alienígenas como o Snoopy e o Smile. (Simulação:http://youtu.be/sNor10EbR24)	http://codepad.org/jgF3tnuk	http://youtu.be/FzNgflVv7GA	http://codepad.org/IlynEtxs	http://codepad.org/f4D3w8Jl	http://codepad.org/AhMJc4vD	
5/7/2014 18:13:32	lluismh	Space Invaders - a close clone of the 1978 original game. Some amazing features that will keep you playing for hours: * Small graphics - more invader fun! * Three different alien invader types, each with unique special powers * Increasingly difficult levels * Bonus mothership * Stereo soundtrack with 4-bit effects	http://codepad.org/GBBhRPfU	https://www.youtube.com/watch?v=bHSLeBNZudw	http://codepad.org/xb94hxZR	http://codepad.org/haToLut9		
5/9/2014 18:06:33	MLDev	A Tetris game for the launchpad. Use the left button to rotate the block and the right button to drop the block. There's 20 levels of fun. At each level the blocks drop faster.		http://youtu.be/4r55JH-2kjQ				
5/10/2014 13:01:35	Ashmead Ali	the secret of the game is the interrupts. play it to find it. pumped up the tempo, as the enemy ships are powered by 32 gigabit arm cortex m1000 with extra_long_register_names made by I.T (alien division). thanks to profs valvano and yerraballi for showing me the way. may you live long and prosper. :o)	http://codepad.org/eTY4c82r	http://youtu.be/TZVE3T4b118	http://codepad.org/7LMmD9G7	http://codepad.org/jR5gfT2g	http://codepad.org/Y4MPQQUK	
5/10/2014 16:15:45	Nikolay	Space Invaders. 5 levels with Increasing of difficult. One button is fire. Second button is pause. Player's weapon is laser. Enemy's weapon is Missile. When enemy shoots, his icon changes and diode is flashing.	http://codepad.org/mM8Wogf2	http://www.youtube.com/watch?v=B19dcWMzqkU				
5/11/2014 1:39:48	Michael Huang	Hello, My game is Space Invaders. It has 3 levels plus a BOSS. It is different speed and more and more bullets in each level. Try it and have fun ! PS: There are 3 files there. SpaceInvaders.c , SubFile1.c and SubFile2.c . Enjoy ! Michael Huang (Mikehuang822)	http://codepad.org/5FuNFULe	http://youtu.be/k3nt18WMfS8	http://codepad.org/8ImUZPP2	http://codepad.org/89rTytqy		
5/11/2014 8:13:19	Billy.Ljm	Space Invaders in ENDLESS SURVIVAL MODE! Fend off 4x2 enemy hordes for as long as you can. Enemy hordes move faster*& fire more frequently every level. Bunkers also eventually get destroyed, so no more cover for you! Code is also easily tweaked. It can be found at "https://github.com/BillyLjm/SpaceInvaders_UT.6.01x"	http://codepad.org/lJcTcJmL	http://youtu.be/88ZHcAEK1Pw	http://codepad.org/t6lCLv6z	http://codepad.org/2nW9tN41	http://codepad.org/fiT7qXzs	http://codepad.org/l9zFHvlG
5/11/2014 8:34:04	Billy.Ljm	Space Invaders in ENDLESS SURVIVAL MODE! Fend off 4x2 enemy hordes for as long as you can. Enemy hordes move faster & fire more frequently every level. Bunkers also eventually get destroyed, so no more cover for you! Code is also easily tweaked! GitHub: https://github.com/BillyLjm/SpaceInvaders_UT.6.01x YouTube: http://www.youtube.com/watch?v=88ZHcAEK1Pw	http://codepad.org/lJcTcJmL	http://www.youtube.com/watch?v=88ZHcAEK1Pw	http://codepad.org/t6lCLv6z	http://codepad.org/2nW9tN41	http://codepad.org/fiT7qXzs	http://codepad.org/l9zFHvlG

Timestamp	Name	Game	Source Code	YouTube link	Subfile1.c	Subfile2.c	Subfile3.c	Subfile4.c
5/11/2014 17:43: 36	Jenny Pawlak	This is the basic Space Invaders: It has these feature: 1. standard movable player ship (interface to the ADC) 2. Rows of three random types of aliens 3. Two types of bullets. The special bullet has to be earned with alien kills. 4. Two LEDs a) one LED indicates player has earned a special bullet b) second LED indicates player is out of bullets (100 MAX) 5. Sound-effects and 6. *** MUSIC ** 7. Intro and Winning/Losing screens			http://codepad.org/PFZipUAt			
5/12/2014 13:28: 58	Noel Mariano Cruz	SpaceInvaders Version 0.1 -- a simple shooting game by itself. nothing much but the sound of firing or gunfighting are awesome. simple collision detection coz it is itself a one big subject to code. hope you have fun shooting alien invaders!!!!!!	http://codepad.org/C1oFqXNJ	http://youtu.be/Cn2D34DxvFc	http://codepad.org/rjSaih0d			
5/12/2014 14:55: 20	Mohamed Abdallah	>>>>> Egyptian Student Finaaaaaaaaaally we made it !! ,,,, wooooooow ^_^ ... A long journey during this course has finally ended by a big project "A GAME" ... Thanks to our professor's for their appreciated help.... Greetings from EGYPT !!	http://codepad.org/D216BQIi	http://youtu.be/lcqBT9NJxG8				
5/14/2014 19:13: 26	William Dooley	This is my take on the space invaders game even though I am 30 years out of college and had many opportunities to play this in the original arcade game form I really didn't play it and don't even remember the game. Hope you enjoy the game it is really tough. There is only one level. Hint the aliens track the player ship. So get ready to hit the reset button a lot.	http://codepad.org/Agctx7TW	http://youtu.be/Q6bMjoSJx3w	http://codepad.org/dR8EnIKZ			
5/13/2014 10:19: 31	Andoni Villarreal	This is my Lab 15 lab submission, I tried to do it as fun and complex as my busy schedule let me. I built the game trying to use all the premises taught on this amazing course, focusing on modularity, and code readability. Finally I'd like to thank Professors Valvano and Yerraballi as well as the edX team for making this amazing course available! I really had great fun with it!	http://codepad.org/Yge80KN5	https://www.youtube.com/watch?v=w9sYBGzCtaE&feature=youtu.be	http://codepad.org/XgA9ObOy	http://codepad.org/glu74SH2	http://codepad.org/N3nGuQUq	http://codepad.org/7fB8U1L5
5/13/2014 12:33: 50	Daniel Savard	My game is the Space Invaders game. It has 10 stages and each following stage is a little bit more difficult than the previous one. At stage 6, the slider control is reversed to get you lost in space. The number of laser shots from the enemies is increasing with each stage. The number of live (simultaneous) laser shots is limited to 5 at once in order to give you a chance to finish all the 10 stages. After all, you are just a weak Earthling... Note: Slider reveresed on video due to HW setup.	http://codepad.org/fkbUhzF3	http://youtu.be/aS5JYfgfoNc	http://codepad.org/ecYP5eQM	http://codepad.org/6dRTVlSn		
5/13/2014 13:49: 22	Lynn	Pixel Kung Fu. Enemies approach you from the left or right. Use slider to move and buttons to attack. PE0 is right punch and PE1 is left punch. You get 1 point per enemy defeated, but as you defeat more they come at you faster! Score more than 30 points to become a black belt kung fu master! **Keep slider in leftmost position when starting game. At title screen move towards the right side to start. You do NOT have to reset slider at game over. Just press PE0**	http://codepad.org/k32wclkN	https://www.youtube.com/watch?v=WYM4UWTROh0				
5/13/2014 15:57: 59	Jenny Pawlak	** SPACE INVADERS ** This version of the game includes: 1. Inspiring intro & conclusion music 2. Action sound effects during game play 3. 3 types of moving aliens 4. Regular and Bonus round 5. 2 types of weapons 6. 2 LEDs Note: Configured for 6cm slide pot and positive logic switches	http://codepad.org/UGPEqK7O	https://www.youtube.com/watch?v=RNc4j9KQiYY	http://codepad.org/cEtGxcUJ	http://codepad.org/lJkpUQg8	http://codepad.org/KSUN6X7O	http://codepad.org/1rZDXG5b
5/13/2014 16:31: 50	CuriousKamil	My Space Invader replica has 5 levels. The higher level are, the quicker enemies move from one border to the other. You have two kinds of weapon: normal and extra, which is limited to 2 firearms and has extra speed. While playing you can encounter misterious UFO ship, flying across the screen. LEDs and sounds implemented. Good luck!	http://codepad.org/cUFIn2r4	http://youtu.be/0LaBqRmq6Ac	http://codepad.org/f6dONqIB	http://codepad.org/cU54X07I	http://codepad.org/TsZqJAO5	
5/13/2014 19:45: 05	Andoni Villarreal	This is my attempt for lab 15. I hope you enjoy it. I tried to make it as fun and challenging as possible, though I would've loved to add more features to it but my busy schedule barely let me finish it on time. Finally I'd like to thank Prof. Valvano and Yerraballi for all the effort put on this course. It was amazing!	http://codepad.org/lVKjekjl	https://www.youtube.com/watch?v=w9sYBGzCtaE	http://codepad.org/7MgbuEhV	http://codepad.org/VHn1iubR	http://codepad.org/55jD9nLK	http://codepad.org/R0jrPzDE
5/14/2014 0:40:55	Jagudo	Crappy Space Invades. Cool details: do not try, it will literally blow your mind. It has been programmed by outerspace aliens and they have control of the slide pot. You can not kill their creators, they have put in place Asimov's rules!		http://youtu.be/NktsXpmkWD8				
5/15/2014 1:25:27	William	Basic space invaders with two challenges,1 bunker per level & you can only have one missile on screen at a time as the player. The first level is the same after its randomly generated but with only 4 enemies. The only bug is a disappearing enemy which I think is jumping off screen, eventually making its way to the bottom of the display and dying. If someone figures out why it is happening that would be great and you can email me william@mobilewill.us. Code on https://github.com/FriedCircuits/edX	http://codepad.org/YxCU5pWo	https://www.youtube.com/watch?v=th6upwDo1Qs	http://codepad.org/khdwn1ik	http://codepad.org/ZkaHMZtY	http://codepad.org/llgCU5ak	http://codepad.org/d51ky5eE

Timestamp	Name	Game	Source Code	YouTube link	Subfile1.c	Subfile2.c	Subfile3.c	Subfile4.c
5/14/2014 9:33:20	Victor Simontsev	This game is variety of Space Invaders. SlidePot used for player's ship movement, shot made by pressing switch1 (connected to PE0). LED1 (connected to PB4 - green light) indicates that invader killed (lights about 165ms). LED2 (connected to PB5 - red light) indicates that player have been killed and count of lives decreased (lights about half a second). Switch2 is not used. I made PCB for this game. Here the photo: http://goo.gl/JWq1Ii	http://codepad.org/bivPZjSp		http://codepad.org/0vGcC3jR	http://codepad.org/vPBzZkdD	http://codepad.org/dG87rc3k	http://codepad.org/KV4OQfoZ
5/14/2014 6:15:24	Mirko Klasnja	- Shoot enemy ships, projectiles, bonus ship - 4 channel SOUND all time (not PCM) - Up to 8 rockets and 8 projectiles all the time (no flooding) - Every new level is faster with more rows of them - They can shoot the bunker - Kamikaze action on the bunker or you! - First one touch the ground - invasion (the end) - Can't shoot through bunker - They can reappear in battlefield and get instantly destroyed by still flying rockets!!! - Bonus bunker every 600 points - Bonus ship every 1000 points	http://codepad.org/g2bcqAbD	http://youtu.be/7ONeI6kfRnw	http://codepad.org/VX00xkcD			
5/14/2014 6:20:58	Alexis Cabello	Space Invader Game on Stellaris LaunchPAD. Single-sided PCB. Nokia 5120 recycled display.	http://codepad.org/hZhTRemq	http://youtu.be/Kjbm1QLnYrw	http://codepad.org/75pEqqWH	http://codepad.org/Um6vzWml		
5/14/2014 14:35: 14	Joel Newmiller	Space Invaders. 9 Levels.	http://codepad.org/Gvhf15b4		http://codepad.org/mIWLPgRt	http://codepad.org/0PvCclyb	http://codepad.org/nQqNolL2	http://codepad.org/zd0FdnwB
5/14/2014 15:58: 07	Mahendra Gunawardena	The game is basic version of the Space Invaders. The slide pot is used to move the ship, push button is used to fire and other to restart the game. The Enemies move right and left. The laser fired from the ship to destroy the enemy ship. Each successful hit is worth 100 points. This project was done a virtual team basis. It was great to work with another team member virtually.	http://codepad.org/fw5j4gtj	http://youtu.be/Cn1Zw72Uqlk	http://codepad.org/rnPTWgcZ			
5/14/2014 16:11: 51	jagudo	Scrappy Space Invaders.		https://www.youtube.com/watch?v=NktsXpmkWD8				
5/14/2014 20:11: 55	anonymous	This is not a game per-say. I was looking for something todo one rainy weekend. I decided to see what type of 6502 emulator stuff I could find. I found some code that included a version of ebasic. I cranked the PLL up to 80 mhz and took a bunch of unneeded code. The basic is almost useful. I was able to get some programs to run others do not. The uart is used 115200, paste code in, I use teraterm with a pause on line feeds.. When you run this, enter a cold reset and 12000	http://codepad.org/uxdDuwUI		http://codepad.org/MvPpulxr	http://codepad.org/DkJaIO8k	http://codepad.org/uxdDuwUI	
5/14/2014 20:10: 29	J_and_D_white	This Space Invaders entry is from Jim White and Doug White at the University of Oklahoma in Norman,OK. Doug got the initial prototype working with basic movements, decreased sprite sizes so more would fit on display, and converted 8-bit sounds into 4-bit sounds to save space. Jim converted the sprites into objects, improved the movements, and added firing, collision detection, and scoring. Using objects will make it easier to modify the program to work on other displays.	http://codepad.org/c8yqpnAC		http://codepad.org/DGToHB25			
5/14/2014 20:29: 44	Jon H	This is an asteroids game. Use the slider to rotate the ship and one button to thrust. You should see the thrust and the ship will begin to move in that direction. It will continue to move until you turn around and thrust in the opposite direction. The other button is used to fire at the asteroids and when they get hit they will be destroyed, but don't get hit by an asteroid yourself.	http://codepad.org/qTJg9u1F		http://codepad.org/nPwA4Eo1	http://codepad.org/LhUnD5CS	http://codepad.org/d1SAa7YY	
5/14/2014 21:24: 54	Mike McKee	You start with $50. See if you can turn it in to millions with Jacks or Better Video Poker.		http://youtu.be/_qWo46m5Zu0				
5/15/2014 13:24: 35	Bob Stevens	A simple game based on FlappyBird, in which you attempt to guide a bird through a series of obstacles using a slide pot. Includes a 4bit DAC for sound effects.	http://codepad.org/yuHRSdcB	http://youtu.be/jepTKA20P6E				
5/14/2014 23:41: 08	John Hall	Incomplete version of Space Invaders. Pressing SW1 on the LaunchPad enables the use of the potentiometer to adjust the contrast. Pressing SW1 again returns to the game. The Timer module supports configuring timers 0-3 with callbacks. Sounds are stored two samples per byte to reduce space. Likewise, images are stored in a binary bitmap to reduce space.	http://codepad.org/cFAByQlN		http://codepad.org/fcAGTEaQ	http://codepad.org/sKAUsfEB	http://codepad.org/1oPq43dl	
5/15/2014 5:19:28	Amardeep Singh	- 5 levels of invaders, invader HP increases and additional invaders per lvl. - Level 6: Boss - 4 weapons: Single laser, dual laser, quad laser, super laser - Super laser is OP :P - Powerups drop down over time and contain a random weapon (or even no weapon if unlucky ;)) - Kill the boss to save Earth.	http://codepad.org/S8xBbB8j	http://youtu.be/W58Uxts2BXs	http://codepad.org/ihEPNOSK	http://codepad.org/7bVxRrV2	http://codepad.org/LRippUnY	http://codepad.org/il4ta05F
5/16/2014 14:16: 14	Manoel Trapier	This is my version of the Space Invaders that I've named TInVAders. It's a quite good reproduction of the original Space Invaders, the only problem is on my side, my screen is not really good, and quick movement on the screen is hard to see. Works ok on the simulator. It's also feature a Highscore system which store the 3 highest score :) This game feature a nice music engine a currently not used LED animation engine.	http://codepad.org/CTFq52qP		http://codepad.org/tBneoeWL	http://codepad.org/YGkurpqE	http://codepad.org/7wGm2vER	
5/16/2014 16:37: 03	David Li	Space Invaders To Play Click Switch 2 to start the game Click Switch 1 to lunch missiles Slide Potentiometer to move player's ship Click Switch 2 to stop the game Click Switch 2 to re-start the game when game is over.	http://codepad.org/OGRYzqmi	http://youtu.be/ByzOx-J98dl				