The University of Queensland – School of Information Technology and Electrical Engineering
Semester 1, 2019 – CSSE2010 / CSSE7201 Project – Feature Summary

Student Number								Family Name	Given Names
4	5	2	9	2	5	4	3	Lam	Kenton

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	[L2	L3	L4	L5]			Joystick UD	Joystick LR
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C	[DP	G	F	E]	[D	C	B	A]
D			S7	Buzzer	S0	SSD CC	Serial RX	Serial TX
							Baud rate: 19200	

Feature	✔ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash screen	✔		/4	
Move Right	✔		/4	
Base Station Limits	✔		/6	
Hit Detection	✔		/10	
Replacement Asteroids	✔		/10	
Scoring #1	✔	One point per asteroid hit. No points deducted.	/10	
Scoring #2	✔	One decimal dot: score is >= 100, 100's and 10's digits displayed. Two decimal dots: score is >= 1000, 1000's and 100's digits displayed (good luck)	/10	/54
Falling Asteroids	✔	Press x to force asteroids to fall	/6	
Base Station Hit Detection	✔		/6	
Multiple Lives	✔		/6	
Acceleration	✔	S0 can be used to enable hard mode which ramps up acceleration. Keep S0 off to reach 90 second requirement.	/6	
Game Pause	✔	Press p.	/6	/30
EEPROM Leaderboard	✔		/5	
Sound Effects	✔	Proj hitting asteroid, base hit, startup, BG music. Press m to toggle BG music. Also has game over sound.	/5	
Joystick	✔	When viewed from the joystick's orientation, Up is fire, L/R move.	/5	
Terminal Game Display	✔	Game display is frozen when S0 is on (see acceleration).	/5	
Visual Effects	☐		/5	
Variable Speed Asteroids	☐		/5	/20 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)