The University of Queensland – School of Information Technology and Electrical Engineering
Semester 1, 2022 – CSSE2010 / CSSE7201 Project – Feature Summary INTERNAL

Student Number								Family Name	Given Names

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							Serial RX	Serial TX
							Baud rate: 19200	

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Start screen			/4	
Move Cursor with Buttons			/12	
Move Cursor with Terminal Input			/5	
Game Phase 1			/8	
Turn Indicator			/6	
Game Phase 2			/10	
Valid Move Detection on LED			/7	
Game Over			/12	/64
Visual Display of Legal Moves			/7	
Longest Line Display			/7	
Turn Timing			/7	
Game Pause			/7	/21 max
Visual Effects			/5	
Best of 3 Tournament			/5	
Joystick			/5	
Sound Effects			/5	/15 max

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 not include late penalty)

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

THE UNIVERSITY OF QUEENSLAND