

# EE-310: Microprogrammed Embedded Systems

## Whack a Mole

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### 1 Introduction

The project is the classic game "Whack a Mole": If you're not familiar with the game I will give a quick briefing of how it works, otherwise you can skip ahead to the "How to Play" section. The game is very simple, basically there are 7 holes on the screen (the black circles), a creature will appear coming out of one of the holes and all you have to do is hit it. Be careful if you miss 3 moles you lose. To win you must hit 20 moles (and you will be applauded for doing so).

### 2 How to Play

To start the game you need to press the Start button (as indicated on the top screen), you will hear a buzzer to indicate that the game has started. To squish the moles you can either use the Nintendo DS pencil on the touch screen, or follow the button map on the top screen (the first option is more fun). If you hit a mole you will hear the sound of it being flattened. Finally if you win, you will hear a crowd applauding you for your effort, but if you lose they will boo you. If you wish to play again you can press the Start button and the game restarts.

### 3 Notes

- If you press the Start button mid-game, the game will restart (i.e the loss and win parameters will be reset).
- If the "squishing" sound doesn't play when you hit a mole you need to either clean the project or remove an empty line and rebuild the project (or both).
- Have fun!