

Game Console

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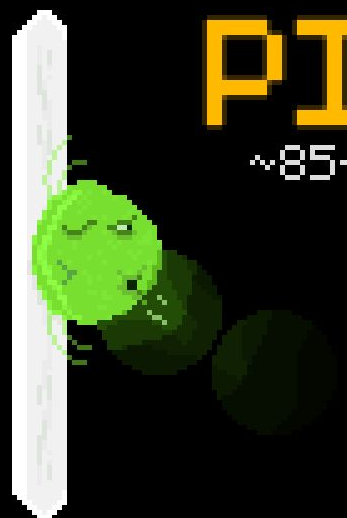
- Play two games at high frame rate on a TFT SPI screen!
- Relive the 1990s with these innovative arcade games!

Features:

- High scores are uploaded and retrieved from a host with UART
- Buttons use ISRs to interrupt gameplay
- SPI drawing bottleneck optimized through only erasing parts of objects that have moved
- * Users are not assumed to have experience playing games. Smaller controls and screen could present accessibility issues.

PING

~85+ FPS



- Acceleration-based movement!
- Difficulty ramps over time!
- Bounce direction affected by paddle position and randomness!

DODGE

~70+ FPS



- 30+ objects moving each frame!
- Omnidirectional joystick input!
- Bullets randomly spawn at increasing rate and speeds!