The University of Queensland – School of Information Technology and Electrical Engineering
Semester 1, 2018 – CSSE2010 / CSSE7201 Project – Feature Summary

Student Number	Family Name	Given Names
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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	SSD CC	LED L4	LED L3	LED L2	LED L1	LED L0	L/R Joystick	U/D Joystick
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C	SSD DP	SSD G	SSD F	SSD E	SSD D	SSD C	SSD B	SSD A
D				buzzer	Switch S7	Switch S6	Serial RX	Serial TX
							Baud rate: 19200	

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash screen	✔		/4	
Scoring	✔		/10	
Moving L/R/D	✔	I have moved movement keys to WASD from ULDR (Up, Left, Down, Right respectively)	/13	
Multiple Lives	✔	starts at 3 lives and can get a max of 5 through levelups.	/13	
Scrolling Speeds	✔		/13	/53
Game Pause	✔		/8	
Game Levels	✔		/8	
Time Limit	✔	20s timer which does not change during a level up i figured the faster lane speed and updated patterns was challenge enough	/8	
Auto-repeat	✔		/8	/32
EEPROM Leaders	✔		/5	
Sound Effects	✔	differant sound effects for frog jumping, frog dying, game over, reached the river and leveled up.	/5	
Joystick	✔	the joystick calibrates it's resting position during a hard reset (when init_hardware is called in project.c) please do not move the joystick during this time.	/5	
Terminal Display	☐		/5	
Other Advanced	☐		/5 max	/15 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)	