**Justin**

* LED Cycle
* Uses AVR assembly, helps minimize code size
* Demo cycles through 5 LEDs
* Charlieplexing controls multiple LEDs with less pins
* Leaves open pins for other uses
* Main loop calls the LED bounce and LED cycle
* LED cycle controls which LED lights up
* about 170 bytes

**Aldrick**

* Push buttons
* Uses Arduino IDE

**Carlos**

* Flashing LEDs

**Darius**

* 7 segment counter to display score
* One per player
* Charlieplexing 7 segment counters
* 100 bytes?

**Next Steps**

* Rewrite Arduino IDE code into AVR
* Charlieplexing - Justin
* All buttons – Aldrick
* Debounce capacitors – Aldrick
* Flashing LEDs – Carlos
* 7 segment counter – Darius
* Emulators - Patrick
* Audio PZT Buzzer (optional) - Patrick

**Hardware**

* 2 buttons
* 11 LEDs
* 2 7 segment counters
* Capacitors
* Resistors
* Buzzer?

**Documentation**

* Working on google doc to document the project

**Schedule**

* 12/15 – Review for final
* 12/21 - Uniform final @ 9:30 AM
* 12/22 – Project Submission to BB – Working prototype
* 1/5 – Contest Deadline