

Embedded Microprocessor Systems

Undergraduate course

School of Electrical and Computer Engineering
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Design of PacMan video game

Group members

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❖ Short Project Description

In this project we implemented a variation of PacMan video game using **Arduino Mega 2560**. Apart from the microcontroller, a 3.2" TFT LCD touch screen and a TFT LCD Mega Shield were also used.



1. **Arduino Mega 2560**
2. **TFT LCD Mega Shield V2.2**
3. **3.2" TFT LCD Touch Screen**

Further information about the hardware is available at the following URL

http://www.ebay.com/itm/3-2-TFT-LCD-Display-Touch-Screen-Shield-V2-2-Mega2560-Board-Kit-for-Arduino-/331607424807?var=&hash=item4d3557bf27:m:mv01mVhmDdFSyprstOHc_Vw

The **libraries**, that were used in Arduino IDE, are also included. All of them can be found on github. Furthermore Matlab was used in order to create an array which represents the stage of the game. **Matlab code** is also available. **ImageConverter565** was used to show the appropriate images on the screen.

To summarize, we show you two snapshots of the game.

