



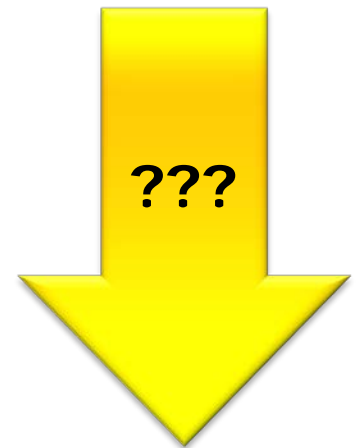
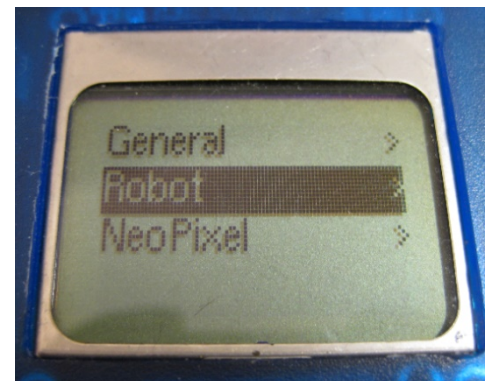
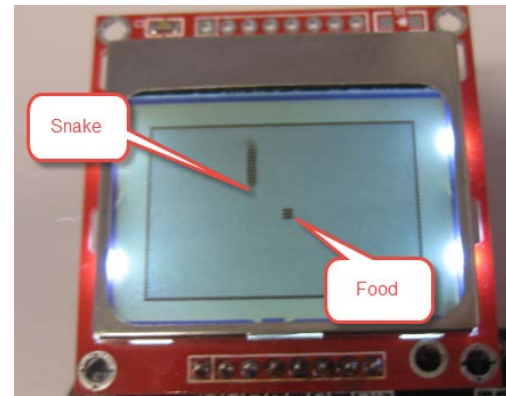
Admission: (Snake) Game

"Left, right, up, down, eat, repeat..."

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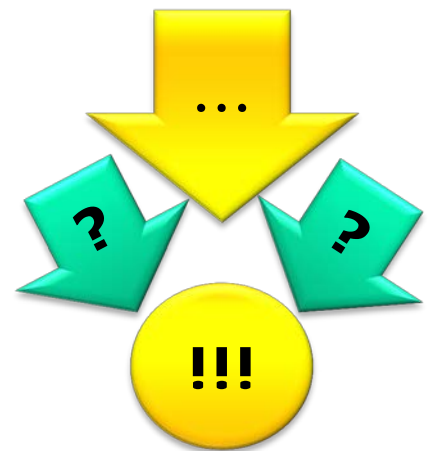
Learning Goals

- Integrate
 - Menu
 - Game
- Practice
 - Programming
 - Small game
 - Menu entry
 - Graphics, Text
 - RTOS
 - Sem, Mutex, Queues, ...



Suggestions

- Integrate Snake.c/Snake.h
- Create a menu entry
- Run a task?
- Route push buttons?
 - left, right, up, down, start/stop
 - side button handling?
 - Semaphore? Mutex? Queue? Events?
- ➔ Code Walkthrough



Admission

- Implement/add Snake Game
 - Snake.c, Snake.h
- LCD Menu
- Push Buttons (debounced)
- Admission (individually)
 - Integrate Snake Game
 - send modified snake.c/snake.h to erich.styger@hslu.ch
 - Or
 - Implement your own small game
 - demonstrate it
- Submission: Until COB 19. May 2017

