

CS/EE 120B

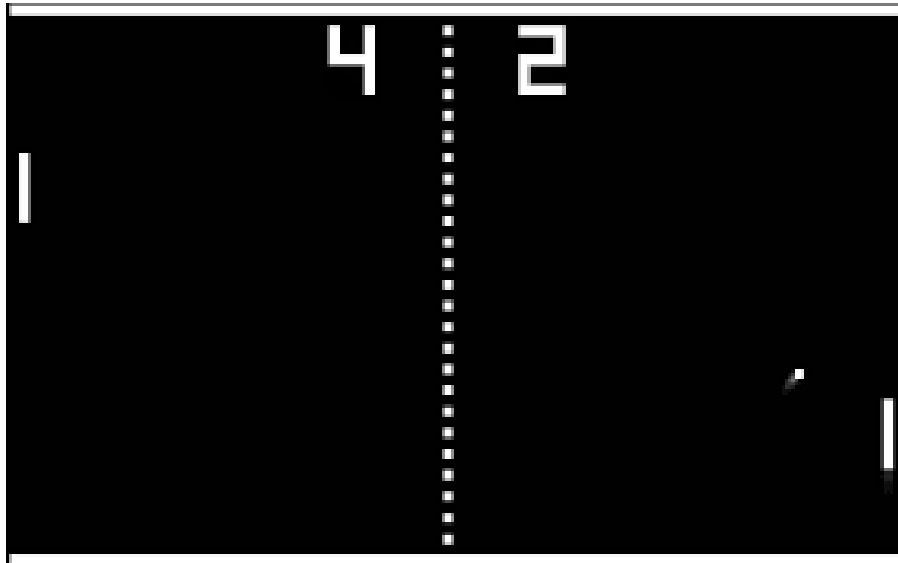
Custom Project: Pong

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Introduction

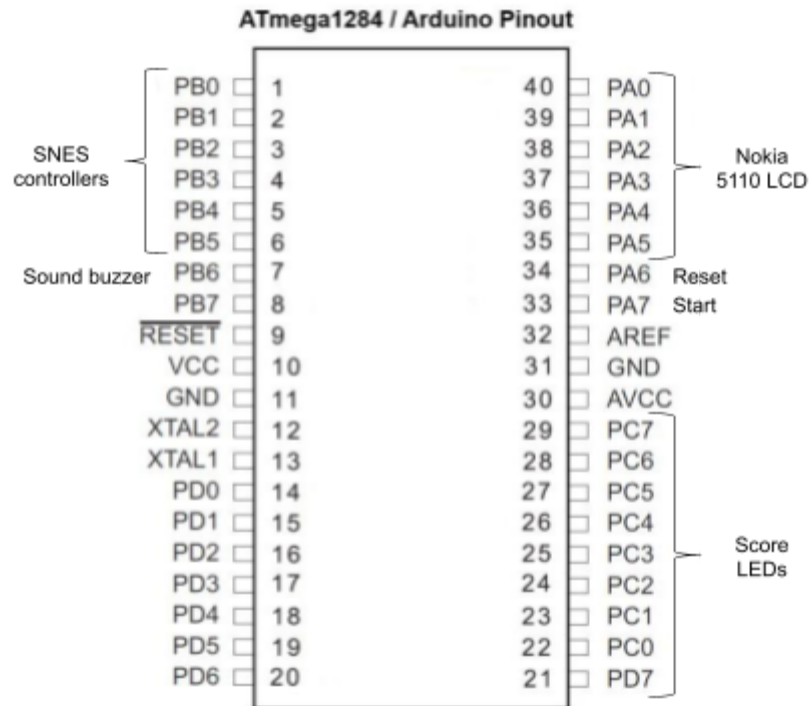
Pong is a two-dimensional sports game that simulates table tennis. The player controls an in-game paddle by moving it vertically across the left side of the screen, and can compete against either a computer-controlled opponent or another player controlling a second paddle on the opposing side. Players use the paddles to hit a ball back and forth. The aim is for each player to reach eleven points before the opponent; points are earned when the opponent fails to return the ball.



Components (Pin-out)

- **Inputs**
 - SNES Controllers
 - Reset and start buttons
- **Outputs**
 - Nokia 5110 LCD screen. This will be used to display the game
 - LEDs to display score for each player

- Sound buzzer for music



Complexities/Build-upons

1. Using the Nokia 5110 LCD screen to display the pong screen
2. Using a second microcontroller to enable 2 player mode
3. Changing the buttons to SNES controllers
4. Using the EEPROM to save the high score of the players (½)