Project Guidelines

VGA Game Console

- **Everybody** works **independently**

- Due: **TBD**

- Will correlate your codes

    yourScore = *yourRawScore* × *(1 −maxCorrelation)*

- yourRawScore depends on the **Milestone** reached

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Milestones

Milestone 1 (up to 50 pts):
   *Display a **circle** and a handle at 45º.*
   *One btn controls **x** and other **y**.*

Milestone 2 (up to 75 pts):
   *Control **handle angle** with a 3rd btn:*
   45º, 135º, 225º, 315º.

Milestone 3 (up to 100 pts):
   *Control **handle angle** at 2º increments.*
   *Use **LUT**.*

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Bonus Milestones

Milestone 4 (up to 120 pts):
   *Btn **x** controls **speed** along handle.*
   Wraps around.

Milestone 5 (up to 140 pts):
   ***Speed shown** with vertical bar in the bottom left. Btn **y** tunes down.*
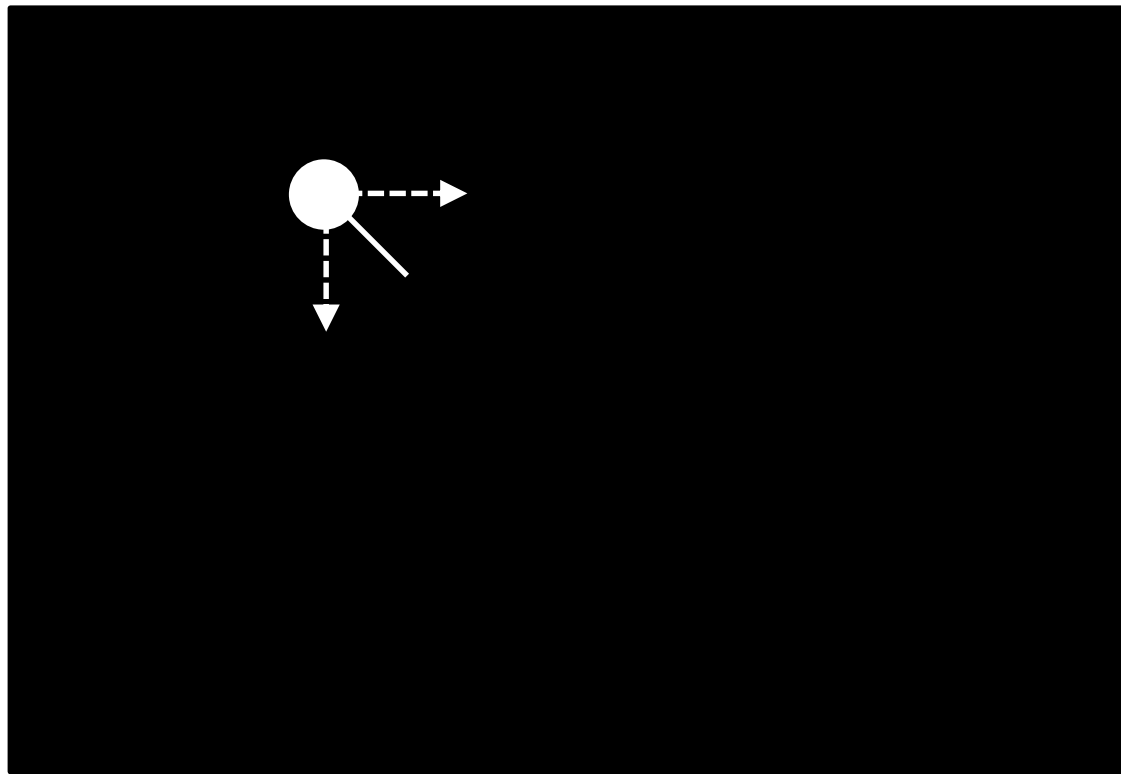
Milestone 6 (up to 160 pts):
   *Add **reflection**.*

Milestone 7 (up to 190 pts):
   *Turn it into a **projectile**. Blow up a **baloon**. 3 btn[s] and 2 sw[s]. Controls: **x**, **angle**, throw **speed**. Feel free to **surprise me**.*
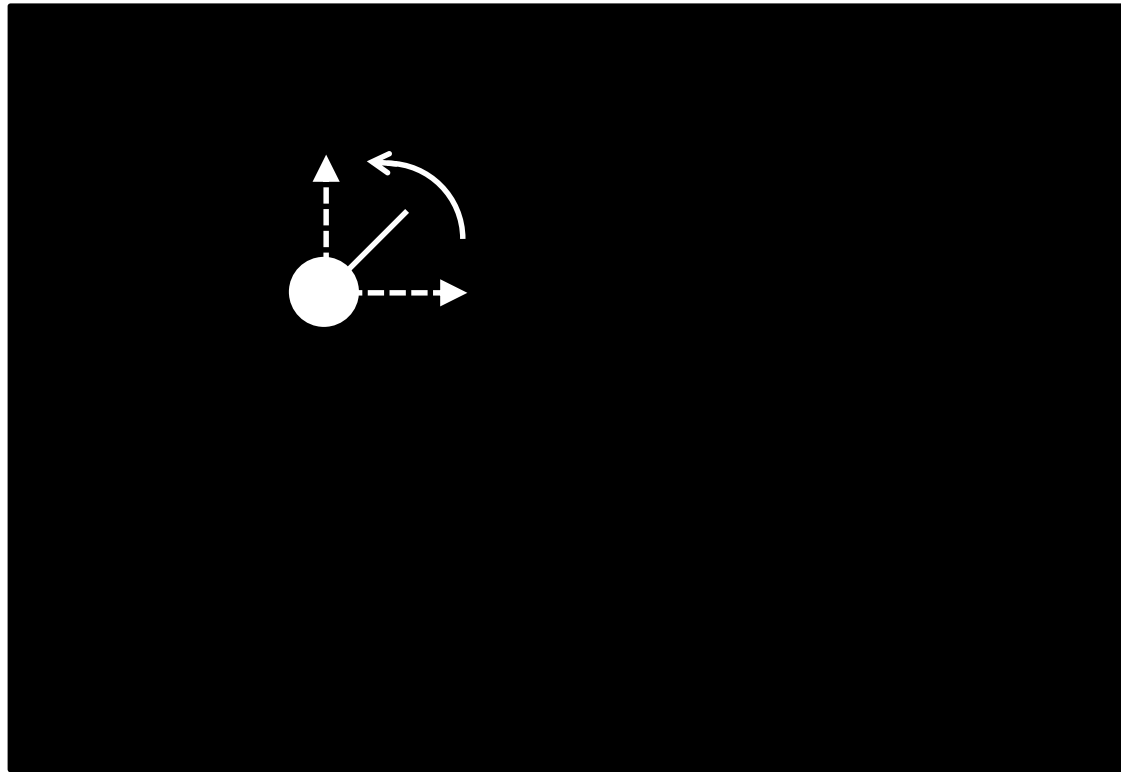
Milestone 1 (up to 50 pts):

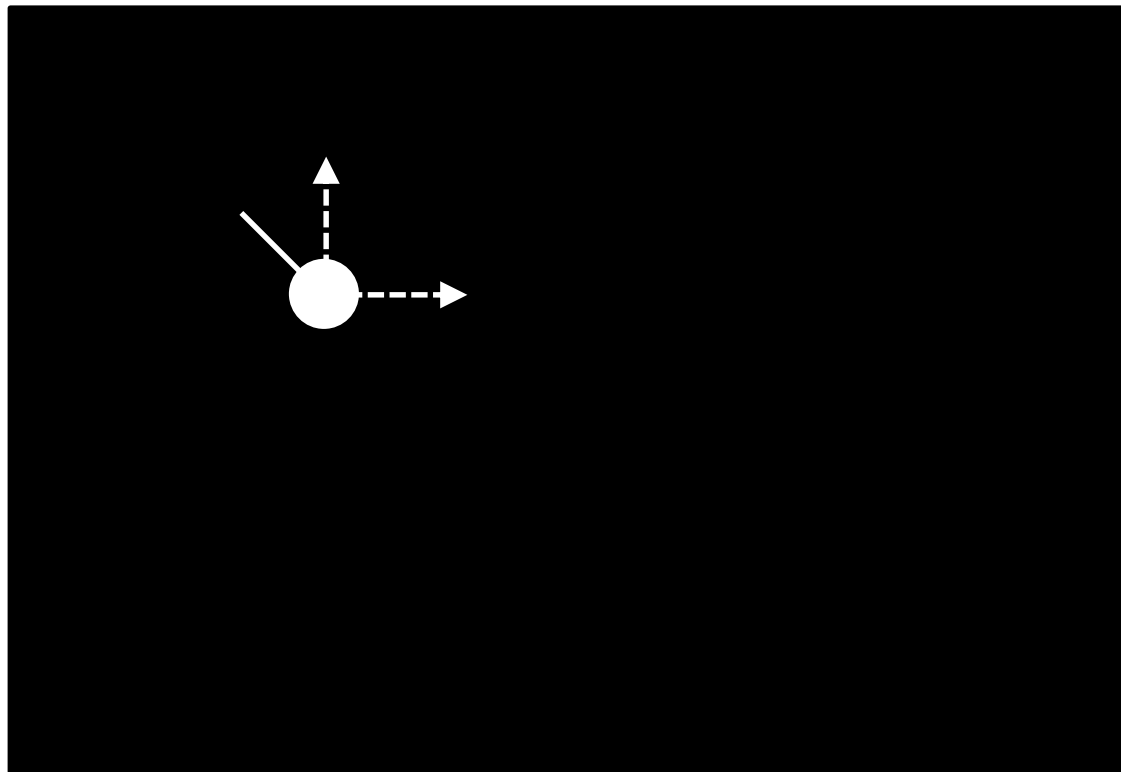*Display a **circle** and a handle at −45° (= 315°).*
*One btn controls **x** and other **y**.*
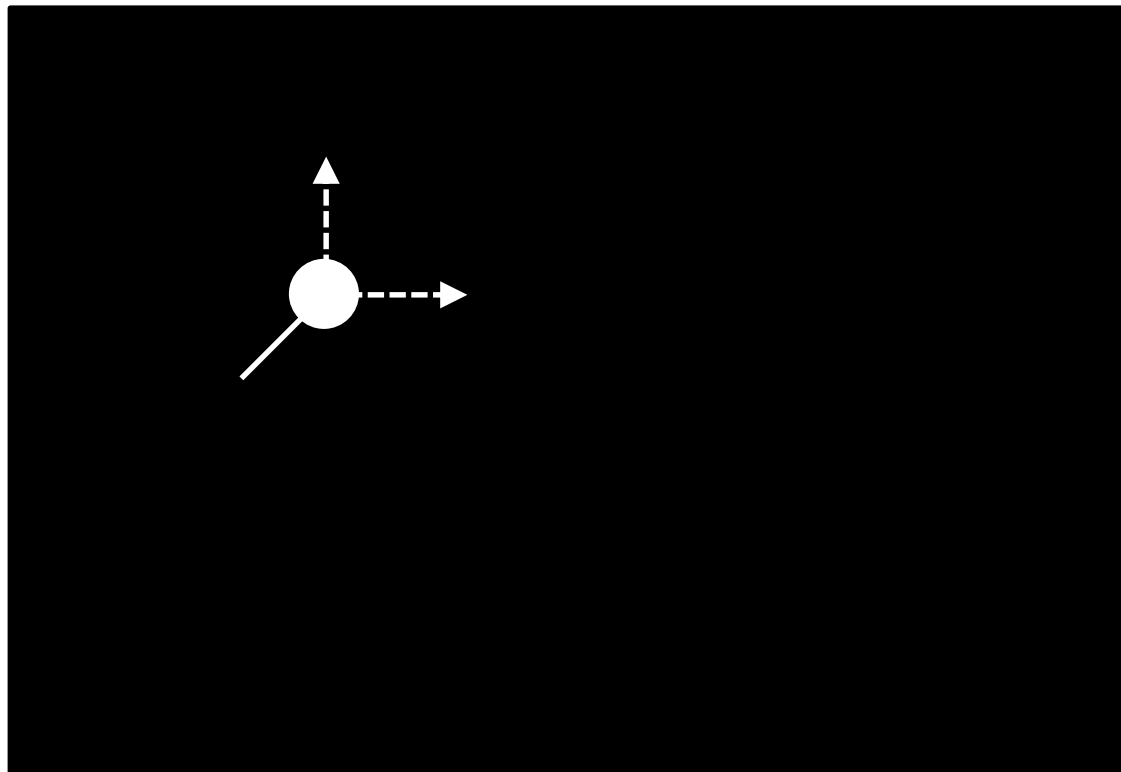
Milestone 2 (up to 75 pts):

*Control **handle angle** with **y** btn while **x** is constantly pressed:*
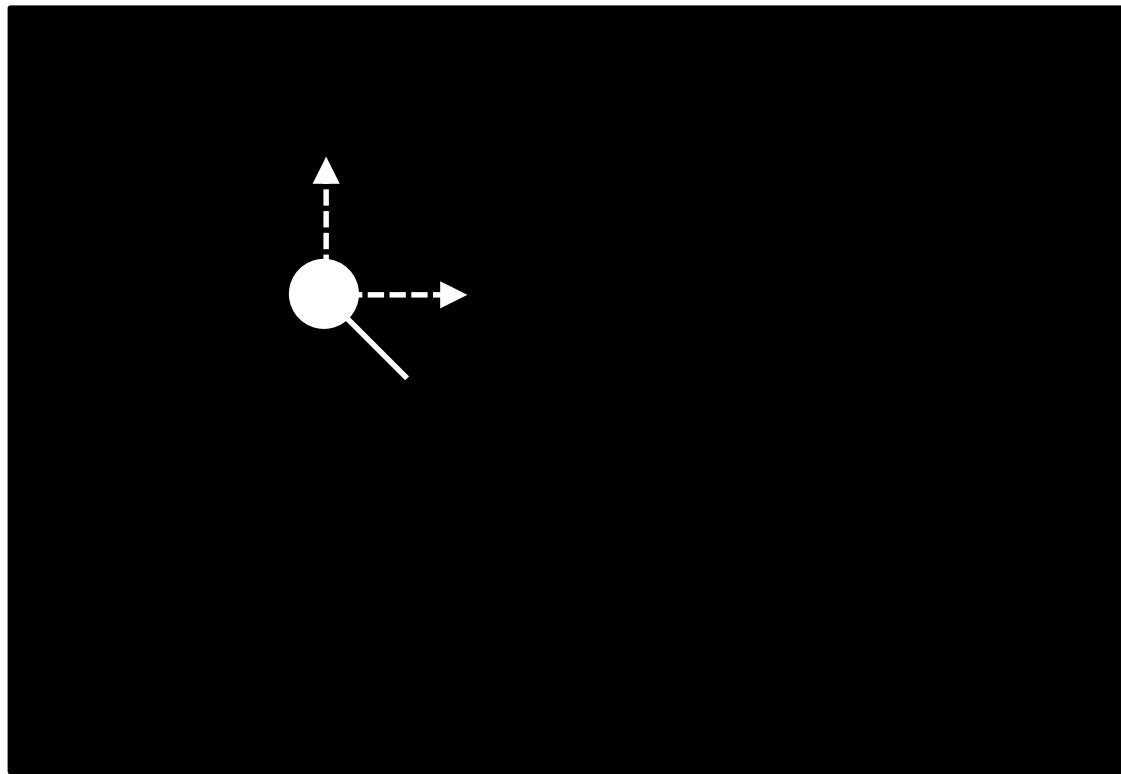*315º , 45º, 135º, 225º, 315º, …*

Milestone 2 (up to 75 pts):

*Control **handle angle**:*
135º

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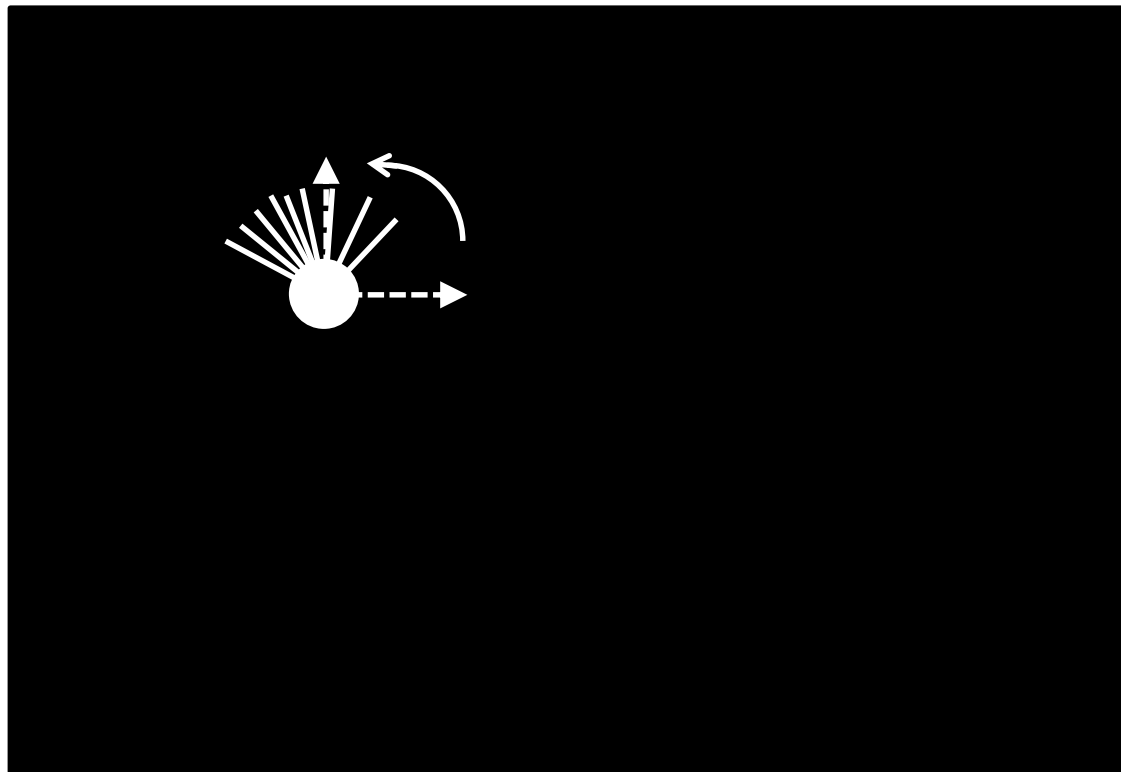**Milestone 2 (up to 75 pts):**
   *Control **handle angle**:*
   225°

Milestone 2 (up to 75 pts):

*Control **handle angle**:*
315º

Milestone 3 (up to 100 pts):

*Control **handle angle** at 2° increments with **x** btn while **y** is constantly pressed: Use **LUT**.*

Milestone 4 (up to 120 pts):

*Btn **x** controls **speed** along handle.*

*Btn **y** changes direction.*

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