



# 4 PLAYER REACTION TIME GAME WITH 5 MODES

BSIT 2-Y2-4 GROUP 4



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THIS PROJECT IS A MULTIPLAYER REACTION CHALLENGE GAME, DESIGNED FOR 4 PLAYERS. PLAYERS USE PHYSICAL BUTTONS, A BUZZER, AN LED, AND A LIQUIDCRYSTAL I2C LCD SCREEN FOR INTERACTION.



# CLASSIC RACE

## HOW TO PLAY:

- WAIT FOR THE LED/BUZZER, THEN RACE TO PRESS YOUR BUTTON FIRST.
- FASTEST PLAYER EARNS POINTS — FIRST TO 5 WINS!



# TROY SAYS

## HOW TO PLAY:

- SIMON-SAYS STYLE: ONLY PRESS WHEN "TROY SAYS" YOUR PLAYER NUMBER.
- PRESS WRONG = LOSE A POINT!
- IF THE PLAYER DIDN'T ABLE TO PUSH THE BUTTON, THE PLAYER WILL NOT GAIN A POINT



# GRAB THE PRIZE

## HOW TO PLAY:

- A "PRIZE" STARTS WITH A RANDOM PLAYER.
- PRESS YOUR BUTTON TO "GRAB" IT AWAY BEFORE THE TIMER RUNS OUT.



# TEAM MEMORY

## HOW TO PLAY:

- MEMORIZE A RANDOM SEQUENCE OF PLAYER NUMBERS.
- WORK AS A TEAM TO REPRODUCE IT UNDER TIME PRESSURE!



# LAST MAN STANDING

## HOW TO PLAY:

- MEMORIZE A RANDOM SEQUENCE OF PLAYER NUMBERS.
- WORK AS A TEAM TO REPRODUCE IT UNDER TIME PRESSURE!
- AFTER EACH SEQUENCE, EACH PLAYER STILL HAVE 10 SECONDS TO PLAY

