

CSE 590: Programming Assignment 2

Guessing Game

Abstract:

The 'Guessing Game' project is a basic game which requires 2 players. Player 1 sets a numerical value which is initially unknown to the Player 2. After player 1 enters the value, player 2 repeatedly makes guesses to correctly enter that same number. To assist the player 2, the program gives the hints to the player 2 indicating whether the guess estimate is too high ("2 HI") or too low ("2 LO"). This continues to happen, till the player 2 guesses the correct number and when that happens the screen shows the count of the number of guesses it took to get to the correct answer. At the end, all the 16 led sliders blink in celebration.

Working and Architecture:

- The player 1 uses the first 4 slider switches to latch the 16 digit binary value on to the board. This happens in the following manner.

16 digit binary: (D3 D2 D1 D0)

Right Button (btnR) = D0

Down Button (btnD) = D1

Up Button (btnU) = D2

Left Button (btnL) = D3