

CSE 590

PROJECT 2

GUESSING GAME

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GUESSING GAME

The guessing game involves two players in which the player 2 guesses the number entered by the previous player. If the player 2 guesses a number which is greater than that of player 1, the display indicates it as "2 HI". If the player 2 guesses a number which is lesser than that of player 1, the display indicates it as "2 LO". When the player 2 guesses the exact number of player 1, the display indicates the number of attempts taken in guessing the number and the LEDs blink in celebration.

STEPS:

The following is the procedure for playing the game:

- Initially, the display indicates "PLAY" and the center button(btnC) has to be pressed in order to start the game.
- Now the display indicates as "PL 1" and the player 1 has to enter the number to be guessed. The switches 0 to 3 are used for entering the numbers. The left button(btnL) is used to input the fourth digit(D3) of the number. Similarly, Upper button(btnU) is used for third digit(D2), Down button(btnD) for the second digit(D1) and the Right button for the first digit(D0) of the number. Then the player 1 presses the center button(btnC).
- Now the display indicates as "PL 2" and the player 2 has to guess the number entered by player 1. The number is inputted in the same way as seen in last step and the center button(btnC) is pressed.
- If the player 2 enters a number that is higher than that of player 1, then the display indicates it as "2 HI".
- If the player 2 enters a number that is lesser than that of player 1, then the display indicates it as "2 LO".
- If the player 2 enters the exact number of player 1, then the display indicates the number of attempts taken by player 2 to guess the number and the LEDs blink in celebration.
- When the center button(btnC) is pressed, the game resets and display indicates "PLAY" and another game can be played.