

East West University
Department of Electrical and Electronics Engineering
EEE 302

Project name : LCD gaming using a joystick

Sec : 01

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Components:

1. Arduino Uno
2. LCD display
3. Breadboard
4. Wires
5. Joystick module
6. Resistance (330 Ω)
7. Potentiometer (10K)
8. +5V battery

Cost of the project:

| Components | Price (TK) |
|----------------------------|-------------------|
| Arduino Uno | 900 |
| LCD display | 300 |
| Breadboard | 100 |
| Wires | 100 |
| Joystick module | 100 |
| Resistance (330 Ω) | 20 |
| Potentiometer (10K) | 30 |
| 5V battery | 50 |
| Estimated total cost | 1600 |

Project goals:

The main goal of the project is to build a game for a below 6 year old child. The game will be designed as microprocessor based android game. With the help of this game a child will be able to response quickly according to the stage to the game. In this game a character needs to survive from different obstacles, if not then the game will end. Gamer needs to survive the character to continue the game.