

Work assigned to Christian:

- Use C to create board
- Use interrupt for pausing game
- Timer interrupts to display score on seven-seg
- Scoring mechanics (randomly generate score for motherships)
- Represent player lives with LEDs
- Represent game state with RGB LED

Work assigned to Tyler:

- Using timers to refresh screen
- Drawing screen elements
- Collision logic (bullets, walls)
- Enemy logic (shooting, moving)
- Rendering bullets
- Player inputs