

**The University of Queensland – School of Information Technology and Electrical Engineering**  
**Semester 1, 2020 – CSSE2010 / CSSE7201 Project – Feature Summary**

Student Number	Family Name	Given Names
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An electronic version of this form will be provided. You must complete the form and include it (as a PDF) in your submission. You must specify which IO devices you've used and how they are connected to your ATmega324A.

Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A								
B	SPI connection to LED matrix (B7 to SCK etc.)				Button B3	Button B2	Button B1	Button B0
C								
D							Serial RX	Serial TX
								Baud rate: 38400

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark
Splash screen	<input checked="" type="checkbox"/>	It can show on putty, and the game of A Tmega324A can work.	/4
Move Player Down	<input checked="" type="checkbox"/>	Player can move down by the botton of A TMega324A.	/5
Move Player Left and Right	<input checked="" type="checkbox"/>	Player can move left and right by the botton of A TMega324A.	/5
Scoring #1	<input checked="" type="checkbox"/>	Putty can show the score, and add 1 point when it hit an alien.	/10
High Score	<input checked="" type="checkbox"/>	Putty can show the highest marks when player died amd played next time.	/10
Scoring #2	<input type="checkbox"/>		/10
New Game	<input checked="" type="checkbox"/>	Push "N" and "n" key of keyboard can restart the game.	/10
Multiple Levels	<input checked="" type="checkbox"/>	Player can level when it get 100 points, and the screen of A TMega324A will show "LEVEL UP" in different colors.	/6
Multiple Lives – Health Bar	<input checked="" type="checkbox"/>	Just can show Health Bar on the putty, its function no finish.	/6
Auto-repeat	<input type="checkbox"/>		/6
Game Speed Toggle	<input checked="" type="checkbox"/>	It will have double speed of the game when push the botton.	/6
Game Pause	<input checked="" type="checkbox"/>	Push "P" and "p" key of keyboard can pause the game.	/6
Sound Effects	<input type="checkbox"/>		/5
EEPROM Game Storage	<input type="checkbox"/>		/5
Joystick	<input type="checkbox"/>		/5
Game Display on Terminal Screen	<input type="checkbox"/>		/5
Visual Effects on LED display	<input type="checkbox"/>		/5

**Total:** (out of 100, max 100)

**Penalties:** (code compilation, incorrect submission files, etc. Does not include late penalty)

**Final Mark:** (excluding any late penalty which will be calculated separately)