

# Final Project Part 2 Progress Report

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## LED (Chenyang Zhong)

Currently the game only displays a life count at the bottom of the LCD. We would like to use the RGB LED on the Booster Pack to create a more engaging game experience.

- The color of the LED goes from green to yellow to red, when the life count goes down
- It also blinks faster when the life is close to 0

## Sound: spaceships game sounds (Bassam)

- Game sound that plays when the game starts
  - Task only runs when the game starts (set a mutex for it)
  - Sounds stops when game ends
- A sound that indicates hits.

## Performance measurement (Chenyang Zhong, Yimin Gao, Zhenghong Chen, Bassam)

- Performance measurements for the following cases
  - Latency between joystick input and LCD crosshair update
  - Latency between hit=1 and LCD block update
- Code optimizations to improve those performance metrics

## Future improvements to Game Logic:(Yimin Gao, Zhenghong Chen)

- Game flow from start screen to finish.
- Adding more visuals.

## Next Meeting:

**Friday (Dec 10th) 11:00 am EST**

Show progress and start the report