Station Number: 77
Attribution table:

Jintao Xu	1003888509	55 % write control the speed of an airplane write the coin event. Making connecting with key switch hex and LED
Hongliang Wang	1003797019	45 % write the code for walls moving Draw the two planes, the wall, and draw the coin.

We are trying to make an interesting game called "moving plane" for this project. The purpose of the game is to control the plane up and down to avoid coming walls, and they can press any KEY to start again. Here is a description of how to play this game.

1. Players can press KEY0 to move the plane up and press KEY1 to move the plane down. KEY0 or KEY1 should press twice, otherwise, it will consider as a pause, and LED9 will highlight.
2. The walls speed up and change colors when the player collects every 10 points, and each point corresponding with the times of passing the wall.
3. Players can control the speed of the wall manually by pushing switch 0 and 1, and they can also return to normal speed at any time when they are pressing those switches. LED0-1 are the value of indicating the player is pressing the switches.
4. The aircraft can be upgraded if the player is successfully collecting the coin during the game.
5. Level difficulties are showing on HEX0-1, and the scores are shown on HEX3-5.

6. If the aircraft is hit the wall, then game over. All scores and level difficulties will start at 0. Besides, players can press any KEY to start again.