

SE101 Lab 2 Proposal

Team Members:

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Overview:

We will use the micro-controller to create a side-scrolling game on the OLED display using inputs from the accelerometer and buttons as controls for the game. The player will be an object on the screen that must jump vertically over oncoming objects.

Timeline

Item	Completed By
Proposal Write Up	October 16th, 2015
Draw on OLED display	October 30th, 2015
Understand how to receive inputs from buttons & accelerometer	November 13th, 2015
Fully functional game	November 24th, 2015

Hardware Components Used

- Accelerometer
- Buttons
- OLED Display

Anticipated Challenges

- Difficulty understanding how to draw to the display
- Difficulty using the raw accelerometer data correctly
- Debugging a unfamiliar system
- Creating side scrolling effect on the display
- Collision detection of the object