

The University of Queensland – School of Information Technology and Electrical Engineering
Semester 1, 2019 – CSSE2010 / CSSE7201 Project – Feature Summary

Student Number								Family Name				Given Names			
4	4	7	9	2	9	2	5	PATAPAN				Alexander			

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			LED L2	LED L3	LED L4	LED L5	JOYSTICK L/R	JOYSTICK U/D
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C	SSD CC	SSD G	SSD F	SSD E	SSD D	SSD C	SSD B	SSD A
D				PIEZO	SWITCH S7		Serial RX	Serial TX
Baud rate: 19200								

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash screen	✓	Message is "ASTEROIDS S44792925"	/4	
Move Right	✓		/4	
Base Station Limits	✓		/6	
Hit Detection	✓		/10	
Replacement Asteroids	✓		/10	
Scoring #1	✓		/10	
Scoring #2	✓	The SSD is capped to display a max score of 99 (use PuTTY to see your score beyond this)	/10	/54
Falling Asteroids	✓		/6	
Base Station Hit Detection	✓		/6	
Multiple Lives	✓		/6	
Acceleration	✓	Asteroids fall 1 position every 500ms - current_score*1.8	/6	
Game Pause	✓		/6	/30
EEPROM Leaderboard			/5	
Sound Effects	✓	1. Startup sound sequence of several ascending high pitch tones 2. Shooting sound of one moderately high pitch tone 3. Base hit by asteroid sequence of two descending tones in low frequency (on last life a third tone plays to indicate the game is over) 4. Asteroid hit by projectile makes a single medium tone	/5	
Joystick	✓		/5	
Terminal Game Display			/5	
Visual Effects	✓	1. A fast orange explosion animation on asteroid hit with projectile 2. A wave like animation on Game over turning the screen red and green, then black, then orange and yellow	/5	
Variable Speed Asteroids			/5	/20 max

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)