Experiment 3 - Part III - Software Plan

Juan Lebron Betancourt
Anthony Llanos Velazquez

Guessimal Start
- Write to LCD Welcome message
- Delay and Blink message two times.
- Display Selection message.
- Enable Interrupts and Timer
- Reset Game Variables and Select Number from Timer.
- Wait for user interrupt.

Reset Game
- Clear Selection, Guess, Tries, Variables
- Display Welcome Message

Display Selection UI
- Get Current Number Selected
- Write Directions + Number to LCD Screen

Button Interrupt
- Get Raw Interrupt Status and Data
- Both buttons?
  - Yes → Number selected is guess?
    - Yes → Display Win Message → Reset Game. → End
    - No → Number of tries less than 3?
      - No → Reset Game.
      - Yes → Display 'Try Again' Message UI → Display Selection UI
  - No → Right Button?
    - Yes → Increase Selection → Display Selection UI
    - No → Decrease Selection → Display Selection UI