The University of Queensland – School of Information Technology and Electrical Engineering
Semester 1, 2018 – CSSE2010 / CSSE7201 Project – Feature Summary

Student Number								Family Name	Given Names
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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	Joy-U/D	Joy-L/R	IO-CC	IO-SW7	IO-SW6	IO-Led2	IO-Led1	IO-Led0
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C	7Seg-H	7Seg-G	7Seg-F	7Seg-E	7Seg-D	7Seg-C	7Seg-B	7Seg-A
D		Buzzer					Serial RX	Serial TX
							Baud rate: 19200	

Feature	✔ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash screen	✔	FROGGER 44907635	/4	
Scoring	✔		/10	
Moving L/R/D	✔		/13	
Multiple Lives	✔	3 lives indicated by LED[0-2]	/13	
Scrolling Speeds	✔		/13	/53
Game Pause	✔	Buttons and joystick are disabled while pausing	/8	
Game Levels	✔	Speed increases by 100ms, change riverbank parttern, shift logs/vehicles position and change direction	/8	
Time Limit	✔	20 secs	/8	
Auto-repeat	✔	When a button is hold down, other buttons are ignored	/8	/32
EEPROM Leaders	☐		/5	
Sound Effects	✔	New game, frog move, frog die, new level, game over	/5	
Joystick	✔	Auto-repeat enabled	/5	
Terminal Display	☐		/5	
Other Advanced	☐		/5 max	/15 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) ☐