**Whack-a-mole**

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Our project is a small scale version of the Whack-a-mole game that you see in arcades. There are four “moles” represented by blue LEDs, and to hit the moles, the user simply hits the button next to the LED when the LED is lit up, signifying that a mole is up.

When the game first finishes booting up, the LCD screen will prompt the user to hit start. The game will start when the player presses the play button on the left. The blue LEDs will begin to light up at random, meaning a mole has come up and the game has started. As the game progresses and as the player hits more moles, the time between each mole will decrease and each mole will stay up for a shorter amount of time. The game will go on until the player misses a certain number of moles. At the end, your score will be displayed on the LCD screen along with the high score.