

TEENSYJUMP

A BERNAT SZEKELY PROJECT

Gameplay: Tilt the handheld around its vertical axis to move the character on the LCD screen on its x axis. Press the Button to shoot a bullet. When the player leaves the screen, he appears on the other side of the screen again the player jumps automatically on every Platform, when he falls the Game is over. You gain Points for Enemies killed and Altitude gained. Reach the highest score possible!

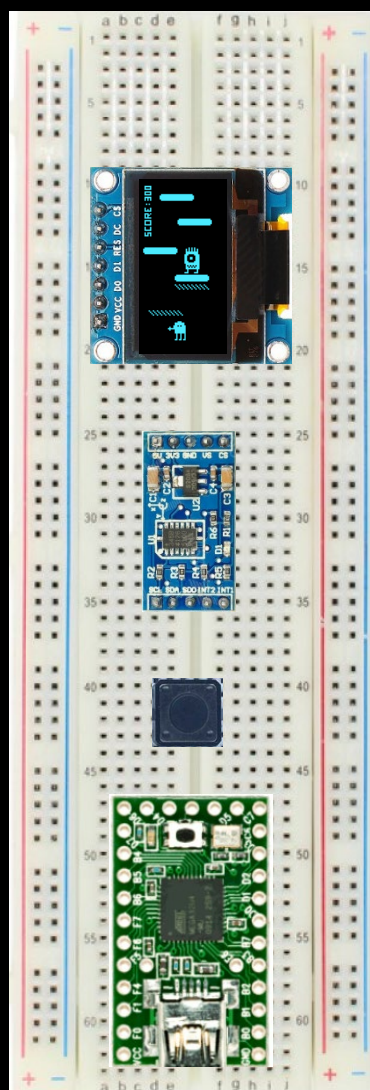
Breadboard Layout

LCD ->

GY521
accelerometer

Button

Teensy 3.2



LCD Output

