

	Requirement Description
LED Requirements	
1	Recieve start game packet from system controller which indicates starting time length
2	Flash GREEN LEDs 3 times on all boards to indicate game is starting
3	When the game has started, all of the LEDs on the board that the player has to press light up and then turn off one by one staring from green and going to red to tell how much time the player has left for that button. The rate at which the LEDs turn off is based upon the score, as the score increases the amount of time the player has to press the button in time decreases
5	Flash RED LEDs 3 times to signal an end to the game
Button Requirements	
1	Start button
2	Pressing button in time will cause a different random board to activate and increment the score
3	Pressing a button that is not on the correct board does nothing and does not fail the player
4	Debounce button 30 ms
Buzzer Requirements	
0	High Freq buzzer, 1KHz indicates correct mole hit, Low Freq 440 Hz indicates fail
1	Buzzer counts down and buzzes upon completion
2	When the player reaches the fail state(runs out of time) activate the buzzer on all boards for 1 second (Low Freq)
3	When the player presses the button on the correct board in time, activate only the buzzer on that board for half a second to signify that they got the point (High Freq)
Scoring Requirements	
1	Each successful press is worth 1 point
	As you progress and time decreases, point values go up