Lab 4 Brainstorm

**IMPORTANT DATES:**

* Demo 12th March → last day of the lab (finish by March 10)
* Report due 13th March

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* Whacking the moles
  + Random generate number
  + Make that correspond to LED numbers
  + \*\*add multiple LEDs lighting up
* Always @ (switches)
  + If light is on corresponding to that switch, turn it off
  + Else, do nothing
* Timing
  + 2 seconds for easy mode
  + Intrinsic timer for every LED -- corresponds to when light turns on
  + Always @ LED (off to on)

Modules:

* Timing (setting the timer based on the level)

Level then start button pressed

* L1. L2. L3. on screen

Module for starting the game (including screen display sequence)

Module for ending the game (including screen display - flashing or scrolling or whatever - “FAIL”)