Game Lab Report

Group: _____

The following list is a **MINIMUM** suggestion of material that would logically be included in the report. It is not intended as a direct guide. You have done the experiments, so you have the best idea of what you needed to complete those projects and what you learned during the process. This means that the following information may be incomplete based on your experience with the project. If you feel part of what you did during the laboratory is pertinent, include that information.

Introduction	(1p)	**10**	
Purpose/Objectives	_____	_____	
Overview of game	_____	_____	*Sum:* _____
Hardware Description	(2-3pp)	**15**	
Overview	_____	_____	
List inputs (components) & Describe circuit configuration	_____	_____	
List outputs (components) & Describe circuit configuration	_____	_____	
Misc components & function	_____	_____	*Sum:* _____
Schematic	(1-2pp)	**10**	
Labeled Content	_____	_____	
Layout	_____	_____	
Format	_____	_____	*Sum:* _____
µC Peripherals, Configuration & Initialization	(2-4pp)	**5**	
Timers, Ports, ADC, UART	_____	_____	
Calculations	_____	_____	
Interrupts	_____	_____	*Sum:* _____
Software Description	(4-6pp)	**20**	
Overview/Description of SW	_____	_____	
Main function & subfunctions (details should be in C code comments)	_____	_____	
Pseudo-code & Flowchart (**10** pts)	_____	_____	
Sample terminal output	_____	_____	
Game Win/Loss	_____	_____	
_____	_____	_____	*Sum:* _____
Results & Conclusions	(5-8pp)	**20**	
Description of Goal Achieved	_____	_____	
Verification (how was performance to specifications tested)	_____	_____	
What was Learned	_____	_____	
Problems Encountered & Solution	_____	_____	
Suggested improvements to HW & SW	_____	_____	*Sum:* _____
Code	(?pp)	**10**	
Format (correct font & point size)	_____	_____	
Fully Commented	_____	_____	*Sum:* _____
Formatting & Neatness		**10**	
Consistent Page Numbering thru report	_____	_____	
Cover Sheet	_____	_____	
Table of Contents	_____	_____	
References (Proper Format)	_____	_____	
Spelling & Grammar	_____	_____	
Division of Labor (**signed**)	_____	_____	*Sum:* _____
Lateness			
-20% per School Day	-20 x ____	_____	*Sum:* _____
Total	**100**		***Total Points:*** _____

NOTE: With hardcopies, softcopies of all reports MUST be e-mailed to the grading TA for archival purposes! File name must include section & side and last names of team members (ex. 2B_Hamlet-Shakespear_Game-rpt.docx).

LITEC Game Report Guidelines

The game lab report for LITEC covers Labs 1 and 2. The rubric (GradingGameReport_C8051-student) on LMS, in the Laboratories & Worksheets section under Course Materials, lists most of the items to be included, but the list is not necessarily exhaustive. **It is important to note that much of the game report can be written before finishing Lab 2**. About half of the written portion (excluding code listings) deals with an overview and describing the components that were used to achieve your final results and how they work. This can greatly reduce the time crunch as the deadline approaches.

After discussing inputs, outputs, and other devices the report should include detailed descriptions of the final goal: developing the game, the random sequence, and processing the input sequences correctly. Discussions should explain how timing was used (speed of game, debouncing, …) and how TIMER 0 works and other peripherals (ports, ADC1, UART0 - serial connection).

Reports must contain:

1) Wiring diagram† of the Lab 2 game (with LEDs, pushbuttons, buzzers, buffers, and DAC input from the battery (+5V supply) through a potentiometer)
3) Flow chart† and pseudocode for **ONLY the Game (Lab 2) program**
4) Program listings for **ONLY the Game (Lab 2) program**
   Program listings must be formatted as follows:
   - Use a fixed spacing font – Courier
   - Set the font size to 10 points, only left-justified
   - Make sure proper indenting is used consistently throughout
   - Use single line spacing with no (0) pts before or after each line (**55+ lines per page**)
   - Include an appropriate prolog (programmer names, section & side, date, brief description, etc.)
   - Line comments and block comments should be used liberally with detailed description of what the code is doing or how it works.

Cutting and pasting your C code from the text file into a word processor usually results in double-spaced lines. You will need to manually reformat this to single-spaced. This will also save a lot of pages in printing your report. If properly formatted a code listing should have about 55 lines on a page. Code spread out over extra pages is much harder to read and evaluate!

†Diagrams should be generated using appropriate drafting software. A free version of PSpice is available on campus for drawing circuits. Check LMS for a link to the download.