

**The University of Queensland – School of Information Technology and Electrical Engineering**  
**Semester 1, 2020 – CSSE2010 / CSSE7201 Project – Feature Summary**

Student Number	Family Name	Given Names
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An electronic version of this form will be provided. You must complete the form and include it (as a PDF) in your submission. You must specify which IO devices you've used and how they are connected to your ATmega324A.

Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A	LED5	LED4	LED3	LED2			U/D	L/R
B	SPI connection to LED matrix (B7 to SCK etc.)				Button B3	Button B2	Button B1	Button B0
C	DP	G	F	E	D	C	B	A
D			CC	BUZZER	S7		Serial RX	Serial TX
								Baud rate: 38400

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark
Splash screen	<input checked="" type="checkbox"/>		/4
Move Player Down	<input checked="" type="checkbox"/>		/5
Move Player Left and Right	<input checked="" type="checkbox"/>		/5
Scoring #1	<input checked="" type="checkbox"/>		/10
High Score	<input checked="" type="checkbox"/>		/10
Scoring #2	<input checked="" type="checkbox"/>		/10
New Game	<input checked="" type="checkbox"/>		/10
Multiple Levels	<input checked="" type="checkbox"/>		/6
Multiple Lives – Health Bar	<input checked="" type="checkbox"/>		/6
Auto-repeat	<input checked="" type="checkbox"/>		/6
Game Speed Toggle	<input checked="" type="checkbox"/>		/6
Game Pause	<input checked="" type="checkbox"/>		/6
Sound Effects	<input checked="" type="checkbox"/>		/5
EEPROM Game Storage	<input type="checkbox"/>		/5
Joystick	<input checked="" type="checkbox"/>	Diagonal movements are sensitive	/5
Game Display on Terminal Screen	<input type="checkbox"/>		/5
Visual Effects on LED display	<input type="checkbox"/>		/5

**Total:** (out of 100, max 100)

**Penalties:** (code compilation, incorrect submission files, etc. Does not include late penalty)

**Final Mark:** (excluding any late penalty which will be calculated separately)