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lab section 021
assignment Game Project post lab
Group: Mantej

Objective
        The purpose of this project was to make a game using the skills learned in this class. We were allowed to use any hardware components as long as we used it with the micro controller. We were free to choose any game. We chose to do a Guitar hero like game.

Personal contributions
        I did most of the programming. I put together the hardware so that the LED matrix and the LCD would interact with the micro controller. I designed the game logic such that the music would play when the correct button sequence was entered. I organized the task manager. I drew state machines and block diagrams. I wrote a program to play specific sounds. I wrote a driver for the LED matrix so that it could show the desired image.

Skills learned and Knowledge gained
        I learned how to look on the web for information about parts and to search for its data sheets. I learned that sometimes there isn't going to be a data sheet and you will have to use guess and check. I had to do guess and check on the LED matrix. I learned that the micro controller has a external reset button which saves the hassle of trying to reset within code. I learned that jitter can mess up synchronous ticks that are interdependent of each other and that if you can make things less dependent on each other it makes everything simpler.