

Progress Presentation -

Akshay U Hegde, Umang Deshpande

Overview
Objective
Deliverables

Project
Timeline
Tasks Overview
Tasks
Accomplished

Challenges faced

Future Plans

Thank You

Progress Presentation - I e-Yantra Summer Internship-2017 Game Development with TI-RTOS

Akshay U Hegde Umang Deshpande

Mentors: Sanam Shakya

Vishwanathan Iyer

6th June, 2017



Project Overview Game Development with TI-RTOS

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Objectives

- Learning Embedded System Concepts.
- Getting acquainted with the Tiva C TM4C123GH6PM Board.
- Concepts of State Machines and UML State Charts.
- Familiarization with RTOS and OS concepts.
- Game Design and Development using Quantum Framework



Project Overview Game Development with TI-RTOS

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Deliverables

- Completion of programming exercises on HWI, SWI, Clock, Tasks, Semaphores, Memory Management
- Tutorials on RTOS concepts.
- Graphical Game using TIVA Launchpad hardware and TI-RTOS.



Project Timeline Game Development with TI-RTOS

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Tasks Overview

Task	Deadline	Completed
Lab 0 - Installation	22nd May	24th May
Lab 1 - GPIO	23rd May	25th May
Lab 2 - Timers and Inter-	25th May	26th May
rupts		
Lab 3 - PWM	28th May	28th May
Lab 4 - ADC and UART	30th May	29th May
Lab 5 - GLCD	31st May	31st May
Lab 6 - RTOS Installa-	1st June	1st June
tion		
Lab 7 - RTOS Scheduling	1st June	1st June
QF - Blinky	3rd June	3rd June



Project Timeline Game Development with TI-RTOS

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Tasks Accomplished

- Completed all 7 lab experiments, as enlisted on previous slide.
- Implemented example blinky code on Quantum Framework. here.
- Developed a basic understanding of programming TIVA C using CCS, RTOS concepts, State Machines and UML State charts.



Challenges Faced Game Development with TI-RTOS

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macOS Specific

- Tivaware Installation.
- Quantum Framework Support Issues.

Conceptual

- New concepts of State Machine Programming.
- Understanding of RTOS, Quantum Framework.



Moving Forward Game Development with TI-RTOS

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Future Plans

- Develop an understanding of intricacies of Quantum
 Framework, and Hierarchical State Machine Programming.
- Port an existing game onto Tiva C Game Console using QF/TI-RTOS.



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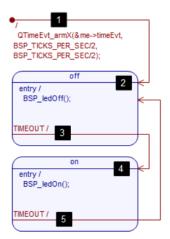
Thank You

Thank You!



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State Machine of the Blinky AO

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