Pinball Software System

# Purpose:

We intend to drive a pinball controller via serial interface, drive audio and video, and game level logic with this software.

We want to take pinball to the next level with crisp graphics, engaging animations, and serious sound.

# Requirements:

* Runs on Linux
* Can output sound
* Can output video files at a minimum 720p
  + Output Score over static or moving backgrounds
  + Output custom text over static or moving backgrounds
  + Flexible formats
* Final version should be scriptable
* Serial interface with pinball controller board
  + Read inputs from controller
  + Write to controller for lights and coil firing

# Other Information:

The preferred language is C++ or native C. Use of libraries is completely open for discussion and as long as it satisfies the above requirements can be used.

Other contributors to the project have suggested the use of video game engines as they parallel the requirements of the project.

The project should be modular as parts of this could be rewritten as our needs change. For example the serial interface with the pinball controller should be its own module because that board is subject to change, but we don’t want it to affect the rest of the code.