

Operating Instructions

Required Equipment:

- Microchip PIC24FJ256GA705
- OLED 96×96
- Accelerometer chip

Instructions:

1. Connect the OLED component to the microchip in mikroBUS A. (See (1) in the appendix below).
2. Connect the Accelerometer component to the microchip in mikroBUS B. (See (2) in the appendix below).
3. Connect the microchip to the computer.
4. Run the program in the appropriate IDE – MPLAB X IDE.
5. The game runs for 60 seconds, after which a message is displayed to the user with the final result: the length of the snake achieved at the end of the game.
6. During gameplay:
 - a) Control the direction of the snake's movement by tilting the screen.
 - b) The screen can be moved (on the X axis) by rotating the potentiometer. (See (3) in the appendix below).
 - c) The symbols marked '@' are charms that the snake eats, in green and red colors.
 - d) When the snake eats a **green** charm – it lengthens by 1 segment.
 - e) When the snake eats a **red** charm – it shortens by 1 segment.

Appendix:

