Simple Snake
Extended Abstract for Mini Project in IS1200

Objective and Requirements

The purpose of this basic mini project was to develop a game with the main features of Snake. The main objective of the game is for the player to score as many points as possible. You score points collecting points on the screen.

The hardware that was used for the project was the ChipKIT Uno32 development board, the Basic I/O shield together with the screen. I started out with the code from the third lab which we then developed to form our own project. Most of the work was done in the files mipslabwork.c and display.c. Other important code files are mipslabdata.c and mipslabmain.c. The display.c controls which screen that should be displayed. The different screens were the welcome menu, the high score board. mipslabwork.c.

Verification

I basically verified my solution by testing it all along the project development, worked iteratively, i.e started by developing the basic functionality. For each time that I developed a new functionality it got tested it on the board. In this way I had a fully working project all the time that grew bigger and bigger.

Contributions

Since I worked alone I have done all the critical part of the projects myself. With some advise from friends and assistents.

Emil Ståhl - 1997-04/10

Reflections

The mini project was a very fun project since I got to develop something completely based on my own creativity. Working with hardware such as the ChipKIT and the sensor felt very hands on, and could see and interact with our work all along. Of course this was also a challenge, since I had never worked with hardware in this way before. This gave me the opportunity to learn a lot along the way. I learned more about writing in the language C, how to connect the ChipKIT to an external sensor and how to search through the manuals for the ChipKIT.