

CSE 316 PROJECT

Dino Run

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LECTURER, CSE, BUET

IDEA



No internet

Try:

- Checking the network cables, modem, and router
- Reconnecting to Wi-Fi
- [Running Windows Network Diagnostics](#)

ERR_INTERNET_DISCONNECTED

Description

- ▶ There will be a Dino and some vertical obstacles in three 8x8 LED Matrix
- ▶ The goal of the Dino is to avoid those obstacles by jumping
- ▶ There will be three lives for the Dino
- ▶ Whenever the Dino touches an obstacle a buzzer will ring

Description

- ▶ The speed at which the obstacles come and go will be gradually increased
- ▶ The score will be incremented by one whenever the Dino passes a column of the LED Matrix
- ▶ Finally the score will be shown in a LCD display

Motivation

- ▶ It is purely for entertainment purpose
- ▶ To relieve some stress during this pandemic

KEY INSTRUMENTS

- ▶ Proteus to design the game
- ▶ Atmel Studio to implement the game and code
- ▶ ATmega32 to control the game
- ▶ Three 8x8 LED Dot Matrix to show the Dino and the obstacles
- ▶ One 16x2 LCD Display to show the score

KEY INSTRUMENTS

- ▶ One Buzzer to notify whether the Dino has touched the obstacles or not
- ▶ Interrupt 2 will control the Dino with the help of a button
- ▶ Three Octal d-type transparent Latch to control the three LED Matrix
- ▶ One CMOS Logic, High Voltage, High Current Darlington Transistor Array to control the column pins of the LED Matrix



Thank You