Project Description

TypeRacer type game where one or more players try to type a preselected text as fast as possible with no error tolerance. At the start, a player chooses between one of 3 texts and at the end of each one they will have to pick another until all 3 are completed, fastest one wins. There will be a leaderboard where the hastiest players will have a chance at appearing.

Functionalities

-Single Player mode
-Multiplayer mode
-Leaderboard
-Multiple text choice

Devices

- **Timer -** Controls the frame rate of the game. Triggers interrupts.
- **Keyboard -** Text input for player interaction. Triggers interrupts.
- **Mouse -** Menu and In-game navigation. Triggers interrupts.
- **Video Card -** Video output Image, Sprite and Font drawing
- **RTC -** (Still wondering how we could/should use this device)
- **Serial Port -** Communication between computers in multiplayer mode. Triggers interrupts.

WorkPlan

Week 1: Single Player mode (More focus on Video graphics and Keyboard)
Week 2: Multiple text choice and Leaderboard (More focus on Mouse, Timer and RTC)
Week 3: Multiplayer mode (Serial Port)