

Flicker Game

Create a game where you must press a button when an LED turns on. If you press the button within the time the LED is on, you get a point. Use A0 as the button and B0 as the flickering LED. B0 will be on for 500ms and off for 500ms. The rest of the bits(bits B7 - B1) will be used to display a 7-bit value. This 7-bit number keeps track of the score. Pressing the button at the right time should net you one point. Pressing the button at the wrong time should subtract a point. Design a concurrent syncSM to implement this game.