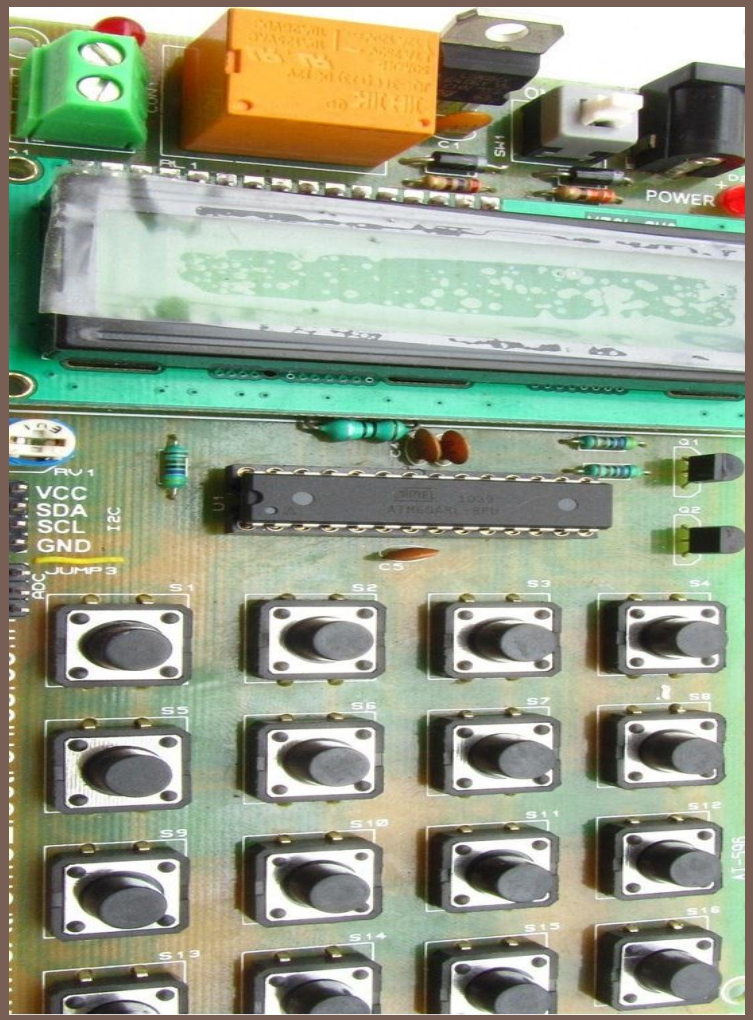
EMBEDDED DESIGN



PROBLEM STATEMENT : Design game that uses images stored in a SD memory card as the source image. The MCU will read the image from the card through the connector and transform it into 8-bit color/grayscale that the program can show on VGA/Graphics LCD. The image will be split into several pieces and arranged in disorder randomly. The goal of the game is move all the pieces back into right positions, by using the keypad to control the movement of each piece. The game is displayed on the VGA Monitor/GLCD.

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RULES

1.NOKIA 3310 (PCD 8544) LCD CAN BE USED IF COLOR LCD IS NOT AVAILABLE .

2.THE IMAGE MUST BE STORED IN BMP FORMAT(84 x 48 IN CASE OF NOKIA 3310 LCD).

3.ANY 8 BIT ATMEL MICROCONTROLLER CAN BE USED .

4.SD CARD INTERFACING IS COMPULSURY.

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ADD ON…

1. REAL TIME PICTURE : Interfacing WEBCAM take any real picture split it and place them randomly for playing the GAME.
2. MODES in PLAYING : EASY , NORMAL , HARD anything which makes the game more user friendly like sound etc.

EMBEDDED DESIGN

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