

**The University of Queensland – School of Information Technology and Electrical Engineering
Semester 1, 2021 – CSSE2010 / CSSE7201 Project – Feature Summary FLEXIBLE**

Student Number								Family Name	Given Names
4	5	4	6	6	8	1	2	He	Yebai

An electronic version of this form will be provided. You must complete the form and include it (as a PDF) in your submission. You must specify which IO devices you've used and how they are connected to your ATmega324A.

Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A				LED L2	LED L1	SSD CC	JOYSTICK U/D	JOYSTICK L/R
B	SPI connection to LED matrix					Button B2	Button B1	Button B0
C	SSD DP	SSD G	SSD F	SSD E	SSD D	SSD C	SSD B	SSD A
D							Serial RX	Serial TX
Baud rate: 19200								

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark
Start screen	✓	Working properly	/4
Move Cursor with Buttons	✓	Working properly	/12
Move Cursor with Terminal Input	✓	Working properly	/5
Piece Placement #1	✓	Working properly	/8
Scoring #1	✓	Meet all requirements and if a tester want to start a new game after game over, he or she needs to reset the hardware	/8
Scoring #2	✓	Working properly	/10
LED Turn Display	✓	Working properly	/6
Piece Placement #2	✓	Working properly	/10
Piece Placement #3	✓	When cursor is on illegal square: Yellow-green(0xFF). When it is on the legal square: Orange(0x3C)	/10
Turn Timing	✓	Meet all the requirements and timing can be stopped by the pause button.	/6
Game Pause	✓	Working properly and all the buttons including Joystick are invalid during pause. Not affected flashing cursor is not easy to check within 0.5s. This can be easier to check by changing 0.5s to 2s.	/6
Piece Placement #4	✓	Working properly	/4
Joystick	✓	Each time you move the joystick, you can move the cursor up, down, left, right, or diagonally once	/5
Sound Effects			/6

Total: (out of 100)

General deductions: (errors in the program that do not fall into any above category, e.g general lag in gameplay)

Penalties: (code compilation, incorrect submission files, etc. Does not include late penalty)

Final Mark: (excluding any late penalty which will be calculated separately)