

**The University of Queensland – School of Information Technology and Electrical Engineering
Semester 2, 2021 – CSSE2010 / CSSE7201 Project – Feature Summary INTERNAL**

Student Number				Family Name				Given Names			
4	6	9	8	5	1	2				Burton	Hugo

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							Joystick L/R	Joystick U/D
B	SPI connection to LED matrix				Button 3	Button 2	Button 1	Button 0
C	DP	G	F	E	D	C	B	A
D				LED1	LED2	SSD CC	Serial RX	Serial TX
								Baud rate: 19200

<-- SSD

Feature	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark
Start screen	✓		/4
Move Player with Buttons	✓		/10
Move Player with Terminal Input	✓		/6
Player Direction Indicator	✓		/8
Inspect Square	✓		/8
Cheat Mode	✓		/11
Diamond Collection	✓		/7
Diamond Detector	✓		/7
Bombs	✓		/7
Step Counter	✓		/7
Game Pause	✓		/7
Next Level	✓	2 levels implemented that loop. Modular code for infinite levels	/7
Field of Vision	✓		/6
Joystick	✓		/6
Bomb Visuals	✓		/6
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)