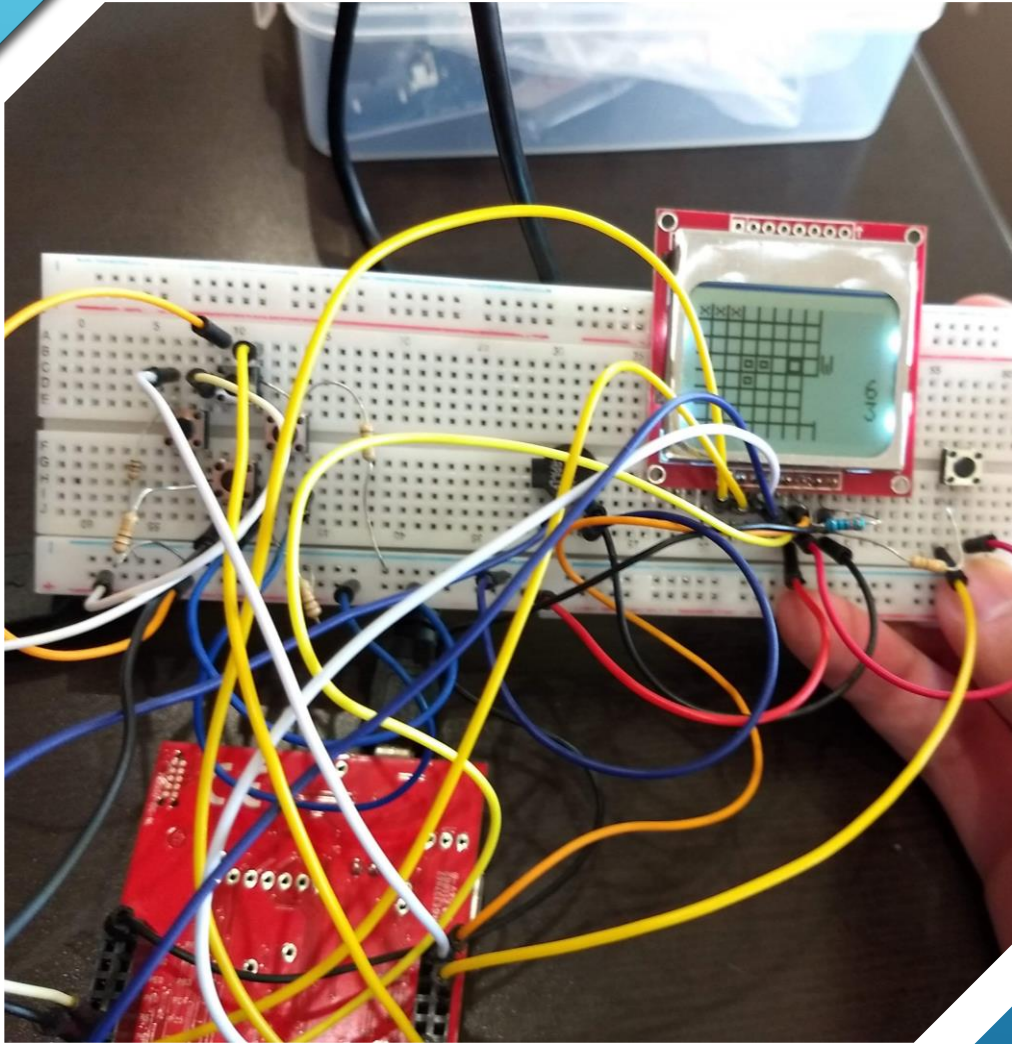# BATTLESHIP GAME

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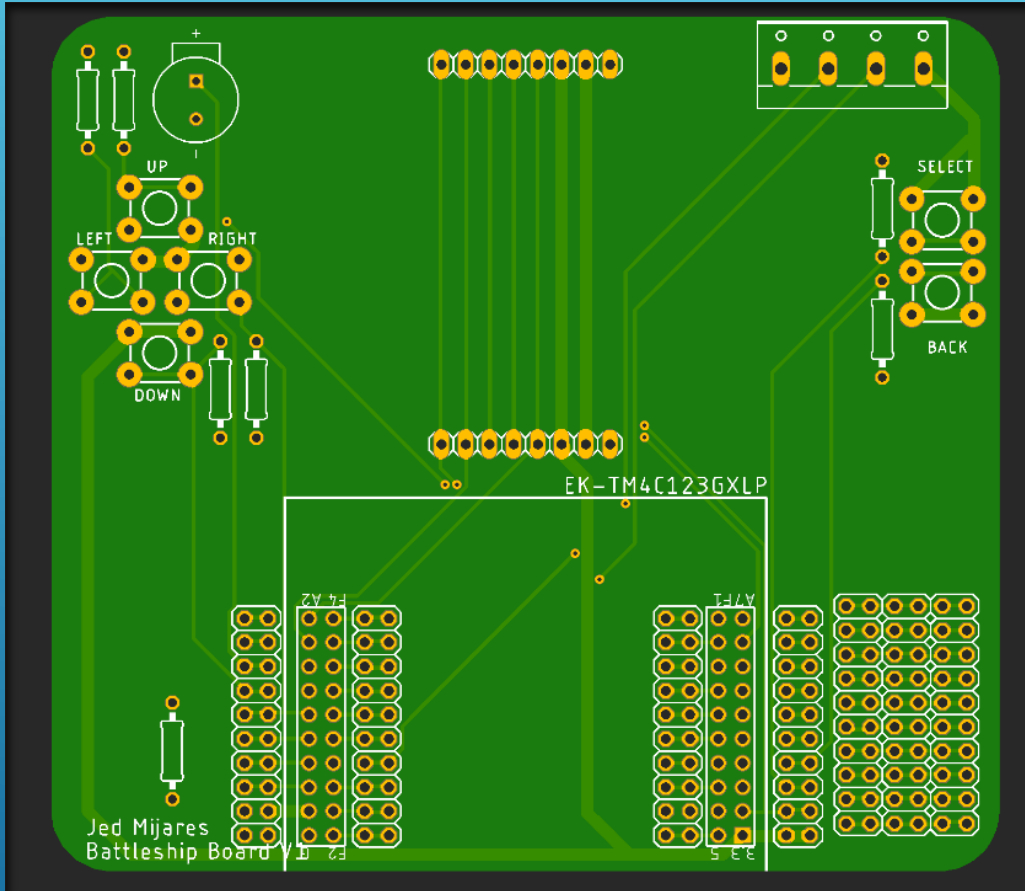
INTRODUCTION / PROJECT DESCRIPTION

We are making a handheld game that lets you play the board game battleship

- LCD Communication
- Button Integration
- Sound Output
- Basic Game Logic

CURRENT PROGRESS

- Implement randomization
- Clean up code/formatting
- Produce video
- Print/assemble PCB
- Online scoreboard
- UART Multiplayer/computer player
- Create frame

REMAINING WORK

- Learning how to use GitHub collaboratively

- LCD blur prevented us from making a more "actiony" game

- Discovered we could only print bitmaps of an even width

DIFFICULTIES