

April 21st

Name: Chengyuan Cai, John Chrosniak, Max Dawkins, James O'Connell

Computing ID: cc4fy, jgo2nja, mld6nh, jlc9wr

Our group has decided on the roles for each person after the first meeting. We agreed to use the joystick crosshair developed in previous mini projects and will split the rest of the work.

Chengyuan Cai:

Work on the scoring and life display on the bottom of the LCD. Score and Life parameters should be updated when an object disappears in real-time. Also work on the sound effects being played when the object is hit by the crosshair, or when the player has no lives left.

John Chrosniak:

Work on the random number generator. Find a random generator algorithm that is suited to our project.

Max Dawkins:

Work on cube generation and motion. Make sure the LCD screen is divided into 6x6 grids, and that cubes can only move horizontally and vertically, also make sure that two cubes are not on top of each other.

James O'Connell:

Work on deadlock prevention. Implement functions that automatically detects when two cubes are waiting for each other for allocated blocks to prevent deadlocks from happening.

We plan to meet at the end of April to check the progress of each other.