# ITAMS Miniprojekt – Space Invaders

**Must have**

Spade Invaders

TFT-Display (touch)

**Should have**

Memory (Save highscores – EEPROM / SD).

Sound device (8-bit)

Touch controller/driver

**Could have**

Bootloader til SD

**Fun to have**

Fingerprint sensor

The project is briefly about:  
We intend to make a game – To achieve this we will be using a TFT display as a must have.

In the game, we will try to utilize the touch screen as a controller for the “ship / player.” Furthermore, you will be able to save your highscores and look at the top 5-10 highscores to see your placement. Along with these features, a small sound device should be included to play sounds during the game.

Below you can see a Moscow model of the things we believe should be included after we the preliminary part of the project has been completed.

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Backup from blackboard:

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Spade Invaders

TFT-Display driver

**Should have**

Memory (Save highscores – EEPROM / SD).

Sound device (8-bit)

Expand TFT-driver to handle Touch as a controller / other functionality

**Could have**

Bootloader til SD

**(Fun to have)**

Fingerprint sensor

Key elements/units of the project (hardware and/or software):  
1. TFT-Display driver (touch)  
2. Space Invaders

3. Memory (EEPROM/SD)

4. Sound device

5. (Bootloader)