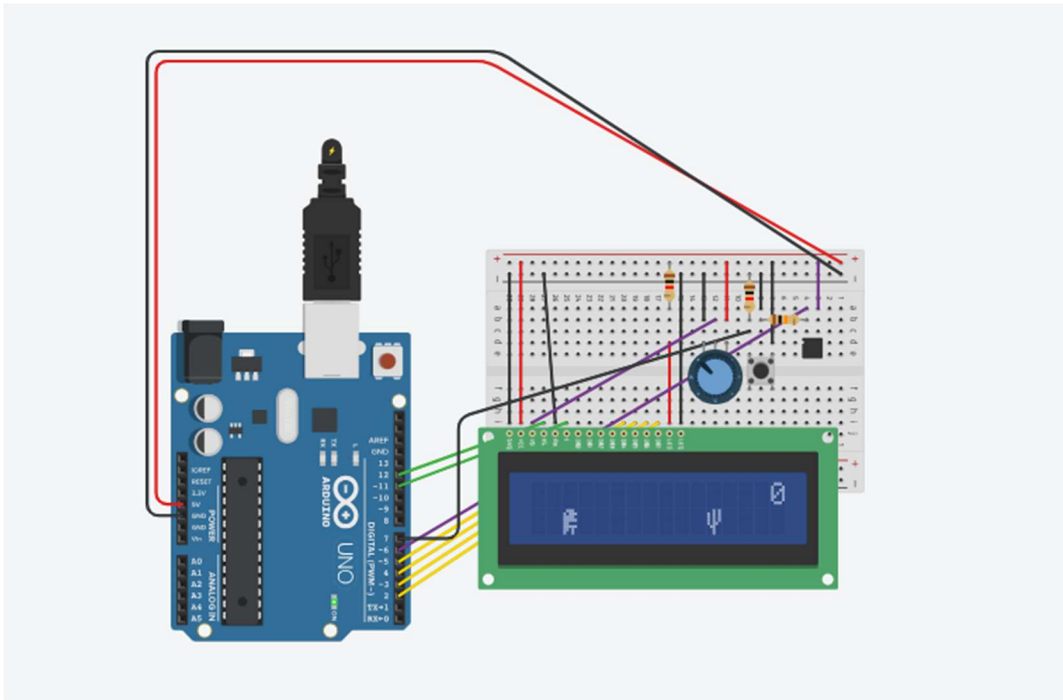
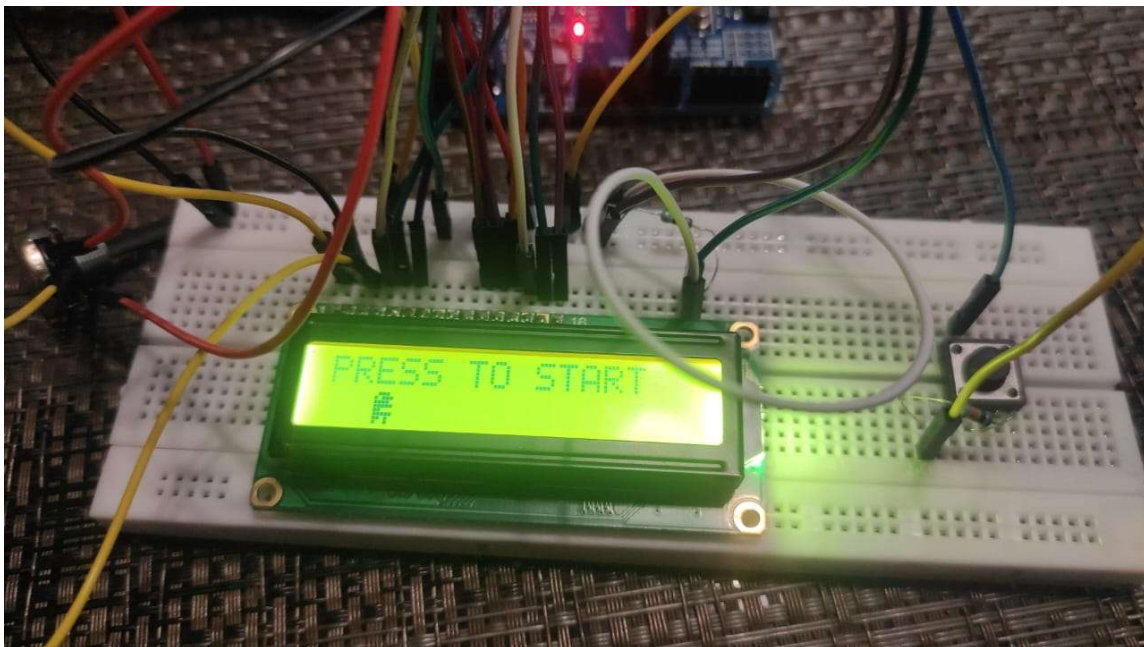


# DINO GAME ON LCD

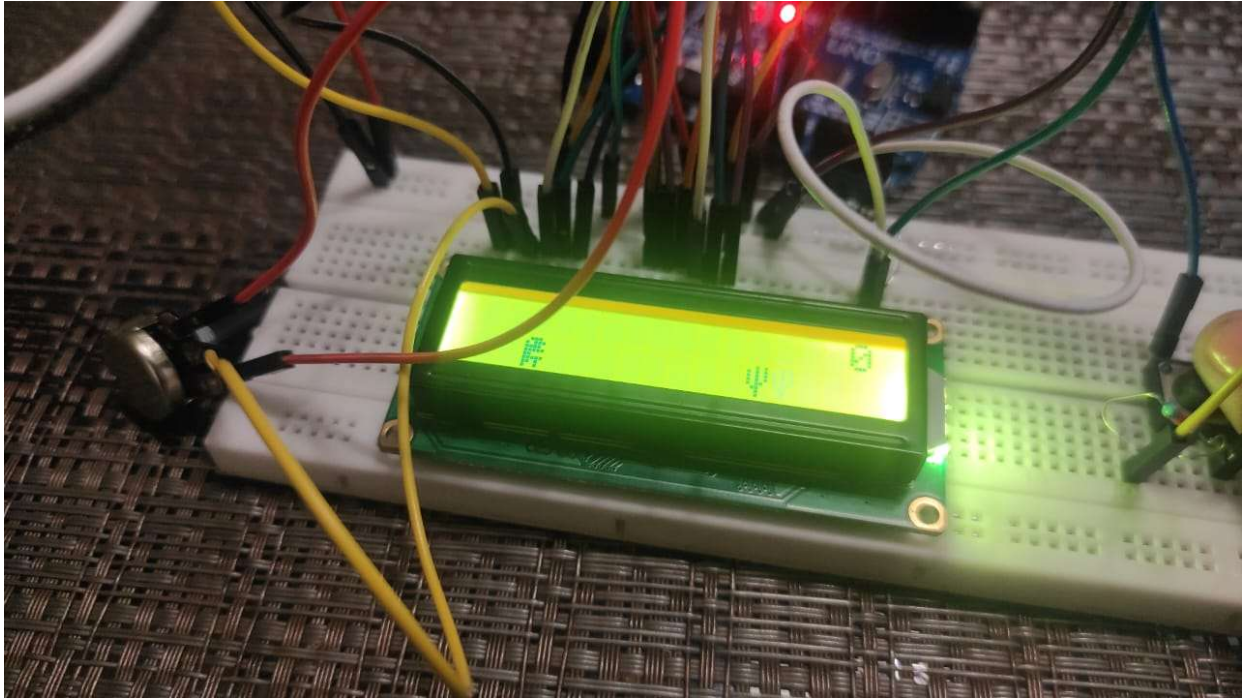
## CIRCUIT DESIGN



The result of the Dino Game project on Arduino Uno with a 16x2 LCD will be a tangible and interactive game that you can play. Remember that the result goes beyond just the finished product; the learning experience gained during the project is equally valuable. The Dino Game on Arduino Uno serves as a creative and educational endeavor that can open doors to further exploration in electronics and programming.



This is the starting interface of our game! It's awesome that you can get started with just a simple click on the button.



This is the in-game interface of duno game. It looks pretty simple, with just one button to operate the dragon. The dragon needs to jump to avoid obstacles and gain more points. Each time the dragon successfully avoids an obstacle, the player earns one point. It seems like a fun and challenging game!



Once the game is completed, you can easily restart it by simply clicking on the button again. It's great that the game offers an easy way to start over and try to beat your previous score!

