The University of Queensland – School of Information Technology and Electrical Engineering
Semester 2, 2019 – CSSE2010 / CSSE7201 Project – Feature Summary

Student Number								Family Name	Given Names
4	4	3	1	7	9	6	2	Espares	Juan

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 U/D	Joystick L/R
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C						Led2	Led1	Led0
D							Serial RX	Serial TX
							Baud rate: 19200	

Feature			✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark	
Splash screen			✔		/4	
Move Up/Down			✔		/5	
Passageway Movement			✔		/9	
Eating Pac-dots			✔		/9	
New Game			✔		/9	
Scoring			✔		/9	
Ghost Move Rate			✔		/9	/54
Multiple Lives			✔	Ghost that ate pacman returns home.	/6	
Game Pause			✔		/6	
Joystick			✔		/6	
Power Pellets			✔	- No 15 second timer ; therefore can't undo powerup ability once gained. - Pellet allows for abilities to be activated (i.e. extra points for eating it/ eating ghosts)	/9	/27
Sound Effects			☐		/5	
EEPROM Game Storage			☐		/6	
Choose one only	LED Matrix	Info Display	☐		/5	
		Game Display	☐		/8	/19

Total: (out of 100, max 100)

Penalties: (code compilation, incorrect submission files, etc. Does not include late penalty)

Final Mark: (excluding any late penalty which will be calculated separately)