CS/EE 120B

Custom Project: Flag Game

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February 10, 2019

Introduction

The Flag Game is a two dimensional game that allows the user to raise two flags that matches the flags that the system gives. The player controls the character and using buttons, the character raises either the left or right flag depending on which button to press. The point of the game is for the user to raise the correct flag that the system outputs.

Components (Pin-out)

- **Inputs**
  - Buttons
- **Outputs**
  - Nokia 5110 LCD screen to display the game itself.
  - LCD Screen to display the text (Start, Instructions, Current-Score, etc..)
  - Sound buzzer to output music
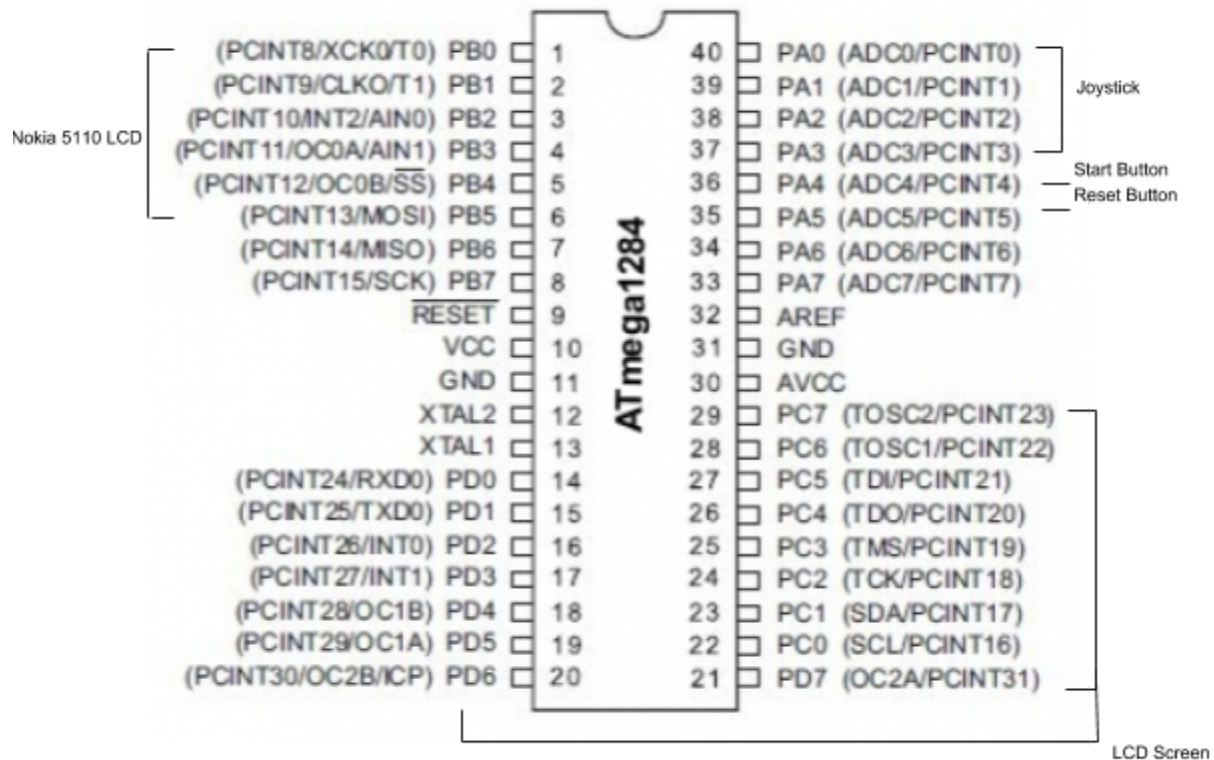
Complexities/Build-upons

1. Use the Nokia 5110 LCD screen to display the game screen with the character and the flag.
2. Use the joystick to store user choice between left flag or right flag.
3. Use the LCD Screen to display the texts for Start, Instructions, High-Score, and Current-Score.
4. EEPROM for storing High-Score
5. Game Logic