Project Title

Aloïs Mattei and Léonard Vaney

Systèmes Embarqués Microprogrammés

NDS features: checklist (1/2)

- **ARM Processors**
  - ARM9 is used for the keys and the two screens
  - ARM7 is used for the sound (activated via ARM9) and the touchscreen

- **Timers / Interrupts**
  - Timer0 for the waiting time between games (FREQ_1024(1))
  - Timer1 for the mini-game time restriction (FREQ_1024(100))

- **Graphics**
  - The main and sub engine are swapped (access to more banks)
  - Main screen: mode 0 with backgrounds 2 and 3 (tiled mode)
  - Sub screen: mode 0 with backgrounds 2 and 3 (tiled mode)

- **Keypad**
  - The A button is used for the start of the game and the directional keys are used for the movement of the sprite of one mini-game (by polling)

EPFL

- **Touchscreen**
  - One mini-game use the touch screen to keep what positions have already been pressed (by polling)

- **Sound**
  - One global music that loop forever
  - One sound for a mini-game success and one sound for a mini-game failure

- **Sprites (optional)**
  - One sprite (the balloon) that can move around with the directional keys is used for a mini-game