

ECE243: Lab 8 - Attribution Report

Project Title: The Case of the Cipher Killer

Project Description:

- A story-based cryptogram puzzle game. The user is made to be a detective and must decipher secret messages sent by the “Cipher Killer” in order to figure out his next murder plans. There are 4 different cryptogram puzzles in the story, each containing a clue for the murder plans, and the user must solve each puzzle in order to progress with the storyline.

Requirements to Run Project:

- PS2 Keyboard
- VGA Display

PS2 Keyboard Keys Used in Project:

- [Enter]:
 - For storyline screens/title screen: Goes to the next screen
 - For puzzle screens: Goes to the next screen if the user’s inputted answer is correct
- [F1]:
 - For puzzle screens: Goes to the puzzle’s corresponding hint screen
- [Shift]:
 - For hint screens: Goes back to the hint’s corresponding puzzle screen
- Alphabet Keys + Backspace + Space:
 - For puzzle screens: Can be used by the user to type in their answer

Attribution Table:

	Group Members	
Project Tasks	Rudaina Zahid	Lucky Im
Brainstorming the ideas	✓	✓
Writing storyline text + hint screen instructions	✓	
Drawing images (cipher puzzles, title screen, end screen)	✓	
Formatting displayed text and images	✓	
Selecting and then creating the cipher puzzles	✓	
Implementing user input + switch screen functions using keys from the PS2 keyboard	✓	
Checking whether user input is correct	✓	✓
Combining all interrupts	✓	
Converting image to 16 bitmap	✓	✓
Implementing interrupts with char buffer		✓
Implementing interrupts with VGA display		✓
Implementing interrupts with PS2 keyboard		✓
Implementing game with interrupts	✓	✓