

# LogiSim - Sprint 1

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**Due** Sep 27 by 5pm    **Points** 150    **Submitting** a file upload  
**File Types** pdf and zip    **Available** until Sep 27 at 11pm

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For this assignment you are going to create a simple digital logic simulator for the Android platform. We will use many of the same ideas that we worked on in the SubHunter game, consequently, you are free to use some of the code from that project here if it applies.

Build on your design in the previous assignment. For this assignment your goal should be to get as much of the user interface coded and operational as possible. You will want to think about how your user interface will connect to your simulation logic.

You will want to both code and design at the same time, evolving your design document as you code. Your document should support your coding progress and act as documentation for your development efforts. You will want to submit a pdf of your updated design document as well as a zip file of your project. One of the key areas that you will be graded on is the connection between the two. Your progress must show that you used the design to influence your code and that as you coded your design evolved.