Minigame Simulator

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# Overview:

As of right now we are displaying Connect Four, however, we left it ambiguous to Minigame Simulator in the case that we wanted to add more additional games to our simulator (such as, Tic Tac Toe). As per the Connect Four controls we chose to use the slide potentiometer to help people choose their spot, and a button to drop pieces. If you get four pieces in a row you win.

# **Features**:

* One button to drop pieces, the other pause/quit screen
* Slide pot moves spot to where people drop their chips
* Players have their own pieces
* Can select other games, such as Tic Tac Toe
* Sound: Connect Four chips hitting the board, Music
* Languages: English and French

# **Requirements met:**

* Two buttons
  + One button to allow people to drop their connect four chips
  + The second button to allow people to pause, quit, or choose another game
* Slide pot: Allows people to pick where they want to drop their pieces
* Sprites: Connect 4: P1 Game piece, P2 Game piece | Tic Tac Toe: X and O
* Sound when piece dropped, and we probably will also have music
* ISRs: One for moving slide pot/pieces, other for sound DAC

# **Significance:**

As of right now people have nothing to do sitting inside of their houses, they can play our video game instead of doing nothing. For hours and hours and hours. Until they get bored. Then they can play our other games, and once they get bored of those games. They will be able to play the first game again. So maybe less people will go outside because of our game which is probably a good thing (unless you’re starving and need food).