

# CS/EE 120B

## Custom Project: Side-Scrolling Jumping Game

### Introduction

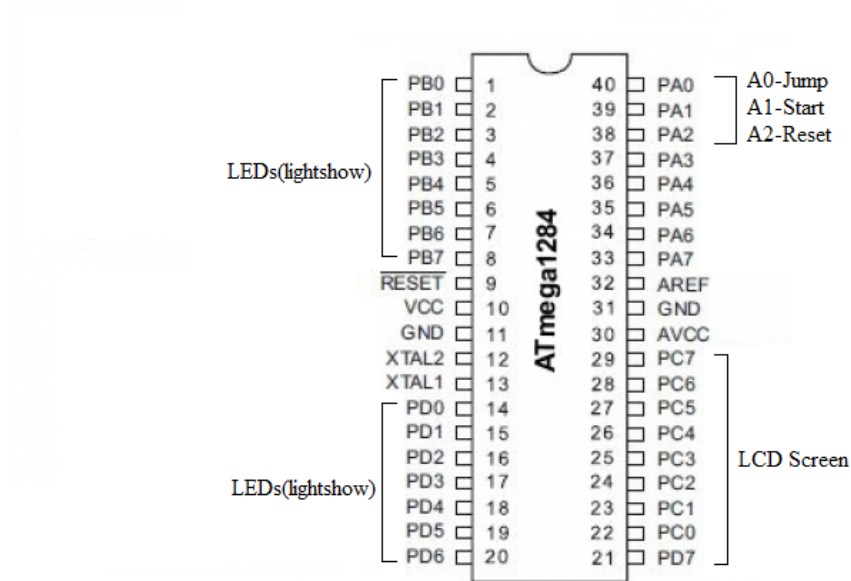
A side-scrolling jumping game is an arcade game which the player must jump and avoid approaching obstacles as long as they can in order to accumulate enough points to beat the high score. These points will increment automatically over time. The game is over once the player gets hit by an obstacle or when the player resets the game. The game over screen will display both the current and high scores while the reset ignores the current score and starts anew.



### Components(Pin-out)

- **Inputs**
  - The jump button
  - Start and Reset buttons
- **Outputs**

- LCD screen (16x2 character)
- Additional LEDs for light show



### Complexities/Build-upons

- Previous lab code as reference for LEDs lightshow.
- Using the Piezo Buzzer to indicate player damage/jumps.
- Optional extra lives.
- Optional EEPROM to save the high score of the players.
- Some sort of Versus Mode between two players.