**COE718: Project Summary For Media Center**

The purpose of this final project is to create a media center using the MCB1700 board, uVision and all the programming concepts you have learned throughout the semester. The media center's features include a photo gallery capable of displaying various bmp files, an mp3 player that plays streaming audio/mp3 tracks from the PC, and a game center with one or more different games the user can play. More details are provided below.

The Media Center will use the many functions of the board and the program. The joystick will be the main way to communication with the board, as it will be used in all the different features. As the program starts up, an intro page will show up with the title of the Media Center. After the title page, the list of different functions will appear which will allow the user to select one of the functions of photo gallery, mp3 player or a game.

In the photo gallery, there will be an intro page leaded by a list of image that the user can view. The user can select an image using the push function on the joystick and the user can return to the list of images by using the left direction on the joystick. The user can go back to the main Media Center list by use the left direction on the joystick again. The mp3 player is another feature of the Media Center. As the user selects the mp3 player, the audio will start to play, and the audio can be stop by going back to the main menu. During the playing of the audio, the LCD will display a splash screen and the potentiometer on the board can be used to control the volume. Turning the potentiometer clockwise will increase the volume and decrease the volume when turned counter-clockwise. The final feature of the Media Center is the game selection. From the main menu as the game is selected, there will be an intro page followed by the game instructions. After the game instructions the user can start the game. The game that is being implemented is a simple maze that moves a game character from the bottom of the screen to the top, maneuvering through the blocks trying not to hit them.

In conclusion, at the end the Media Center project design will be a fully functional program with all the features described above and with lot other implementations.