The first thing I test in the video is that the PWM on LED0 is working and that pressing button 0 increases the PWM and pressing button 1 decreases the PWM. Next I press button 0 to increase the gain, and then I press on the slider and start playing the game. I then lose the game by crashing the ball into the side of the LCD display and the Game Over screen appears. I then reset the game and start the gain on one buy pressing button 0 once then I increase the gain as the pendulum falls and the gain of one isn’t enough to save it I increase the gain buy pressing button 0 several more times. I then crash and lose again and on both losses led1 lights up as it is supposed when you lose the game. I then show that if I start the pendulum moving and don’t touch anything it just falls and when the ball hits the ground the game ends and LED1 lights up. This shows many function tests for the buttons the LEDs and the LCD screen.