CSE 334 Microprocessors - Spring 2015

FINAL PROJECT: HANGMAN IS BACK

Submission due date: 25/05/2015 17:00

In this homework you will program the game called "adam asmaca".

1. You will implement all available letters in ascii, The word size will not be fixed at 4. It can be any size. Do it for English. Number of words must be more than 200. You will use LCD instead of 7-segment.
2. You will play a different song on BUZZER for winners and losers
3. You will be able to play using PC terminal (You can use Teraterm for that or PUTTY) over serial port.
4. You will adjust the brightness of a LED or the speed of a DC motor. Think creatively to find a purpose for such a thing. For instance I would use a fan connected to a DC motor that can run slower if the user selects wrong letters and at the end it stops when the man is hanged.
5. You will design a user-friendly GUI for the game on LCD.
6. Start with easier words and make more difficult if the user knows them, otherwise get easier.
7. Use input capture and output compare and keypad.
8. Use randomness.
9. Use interrupts..

Any additional improvement made by you will increase your score as bonus. So use your imagination for the best. Each improvement you make different from your friends mean extra points for you. You can get good grades by the extras you did.

No late submissions. A demo day may be announced but you have to submit all your project before due date above.

You cannot take Dragon12 board if you do not show at least a partial working HCS12 Emumis simulation to the TA of the course.

Come and ask anything you want. We will be happy to answer.
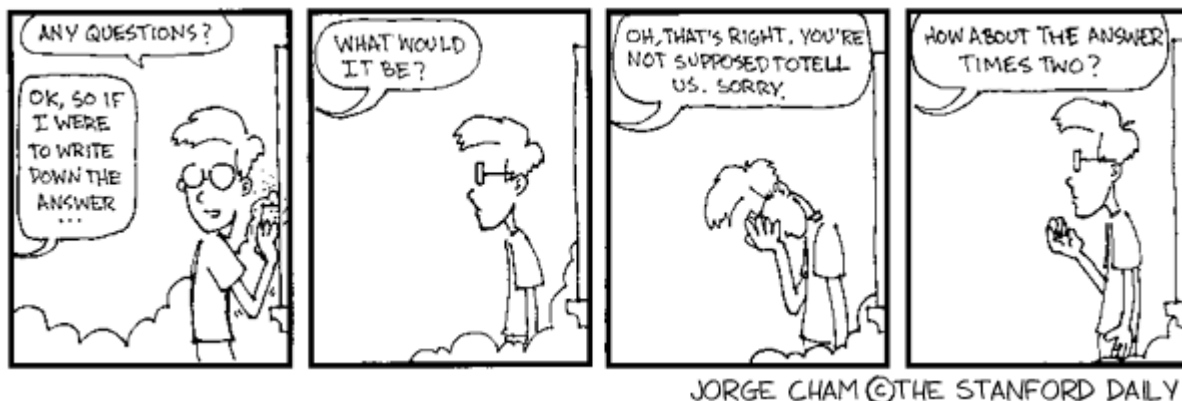
Please give us any opportunity to give you good grades.

After all, it will be a real fun!