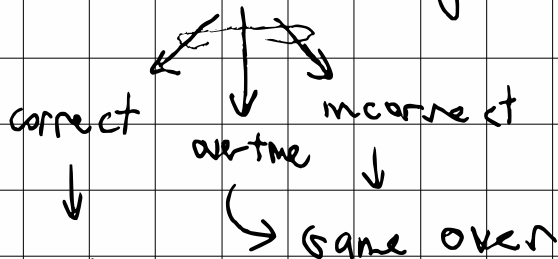


State stall

1) Get Ready

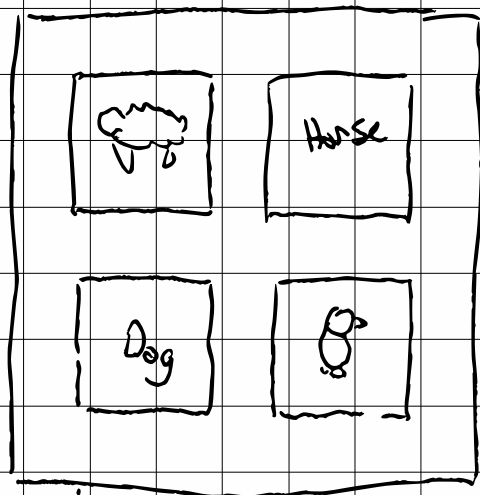
2) Sound - wait for signal



Sound 1 +
Sound 2 +

(X) 10

↓ if all correct
you win!!



L < D

stall Press button to play!

not ready Get Ready
1 → 2 → 3

gameplay X / V ☐ → 1
10

YOU WIN

Overtime

Game Over:
Score: X

88

Tasks :

→ LCD screen's + animations

- voice file + connect to ext. speaker

{ external memory }

- game play code + interrupts :-

{ random numbers + so on }

→ screen builds X Y

			X
		X	X
		X	X
	X	X	X
X	X	X	
	X	X	
	X		

t=0

week end

Feb 18

thursday

tuesday

thursday