EXPERIMENT:

Design system for a game that displays and increments score by 1 whenever a football hits a desired target out of given targets.

THEORY:

Concepts used:

Used ultrasonic distance sensor to find weather goal was scored or not . We used counter in code to increase goals. We used lcd display to display scores of respective teams. When ball is close to the sensor sensor sends HIGH and as soon as we read HIGH we increase the score/counter . then the output of counter is displayed in lcd . the value of counter is score of respective team .

We set thedistance of sensor so we can alter the distance thus making it convinent to change the size of goal post . Main consecpt used used is that of counter.