

Group 2

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3 weeks project:

Implementation of the game Snake, on the LC-3 processor.

For the basic implementation we would like to implement the following on the LC3 processor:

- Basic game logic (snake control, food consumption and growth)
- Snake control via serial console
- Basic game display (level and snake by blocks)
- Simple levels

For enhancements we have the following ideas for improvement, in arbitrary order.

- Control by the keyboard on the LC3 board
- Score storage via the serial console on the PC
- Enhanced game display (sprites instead of blocks)
- Multiplayer functionality
- Enhance gameplay various objects (power-ups)
- Complex levels with obstacles

