

**Microprocessor and Microcontroller Sessional**

**(CSE-306)**

Project Proposal: **“AlienVasion Game”**

**Project Group Members:**

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**Introduction:**

Our game is based on, one of the most popular game type, First-Person-Shooting(FPS). We are using Microcontroller, LCD panel & Dot-Matrix to implement it. There will also be other parts like switches, wires, etc. In this game, we will make different enemies using dot matrix. We will make the score part in the LCD panel. Using switches we will be able to move our Airship. If our Airship loses all its life, then game-over. For each enemy is destroyed, we will get score. So, the final score will be given at the end of the game.

**Features of the project:**

1. LCD panel will give startup program of our game.
2. Different Enemies (Aliens) will come from top to bottom (Raining).
3. At the beginning the color of the Alien (Enemy) will be Red. If an Airship shoots an Alien it will turn Blue, if the Airship shoots again it will turn Green and if the Airship manages to shoot the Alien for the Third time the Alien will evaporate (destroyed!).
4. Using the switch, we will able to control the Airship.
5. Have to use intense Strategy to complete the game.

**Components needed:**

1. 8051 microcontroller (AT89S52).
2. 16x2 LCD panel.
3. Two 8x8 Dot-Matrix.
4. Switches.
5. Power supply.

**Unique Feature:**

In our game, one has to use strategy and patience to complete our game!

**User Manual:**

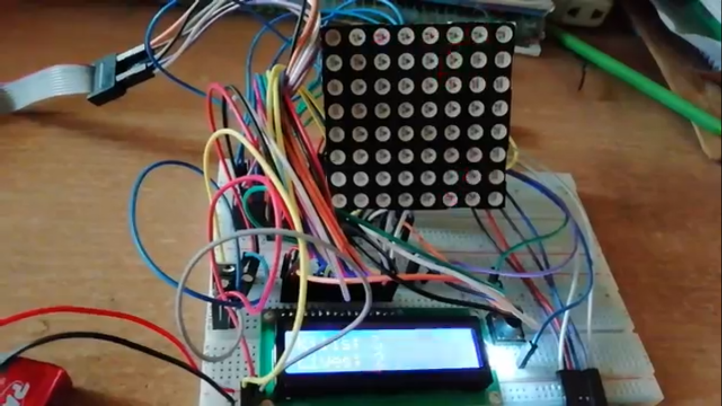
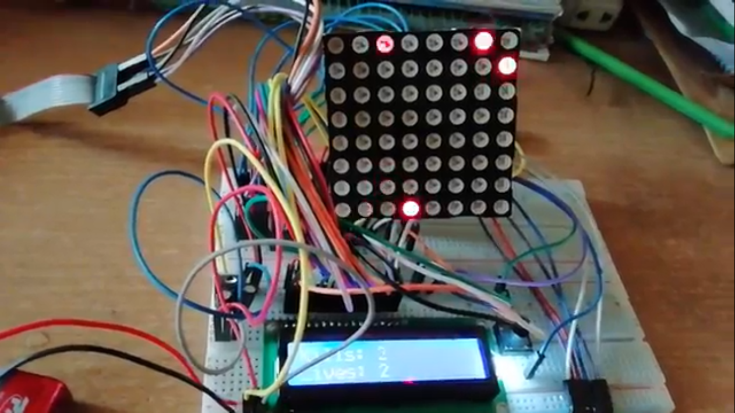
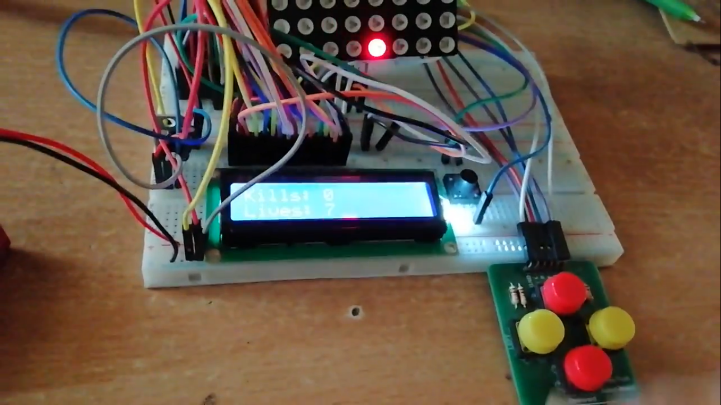
1. Start the game using the On-Switch.
2. Wait for 5 seconds to Load the AlienVasion Game.
3. Once the game is fully loaded, Start using the Left-Right Arrow keys to move the Airship.
4. Use the Up-Arrow key to shot lasers to destroy Enemies.
5. Once you lose all the lives its GameOver!

**Gameplay:**

Watch our AlienVasion Gameplay video on this following link.

Full Video Link: [tiny.cc/alienvasionGame](http://tiny.cc/alienvasionGame)

**Some Pictures of Gameplay:**

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