CSC330: Final Project Outline
Input: Joystick (2x pots)
Output: 128x64px OLED

Init devices → setup screen
                Establish connection to joystick

Setup game → Draw 4x4 blocks
              Draw "helicopter" (Dot) at left most
              Move helicopter right to simulate movement

Take user input → Read y-axis of joystick
                   Move the helicopter up/down

Detect collision → If helicopter is within 1px
                    range of block, end game