Intrastellar

Preliminary Design Report   **Zach Schuermann**

ECE 4273-001   112944063

Dr. Erik Petrich   Date: 04/16/19

Project Objectives

The ultimate goal for this project is to create a Galaga-like game implemented on an LPC1769 with a Playstation 2 controller for user input/control and a 480x800 LCD display.

Solution Design

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Component	Description	Points
Game Type	Animated real-time game (objects continuously in motion)	2
Display	Use a graphical LCD for output	2
Input	Use a game controller with a serial interface (Playstation 2)	0.5
Sound	Use D-to-A to generate a sine wave based sound effect	1
Other	Use non-volatile memory (EEPROM to retain high score table)	0.5
Total		6

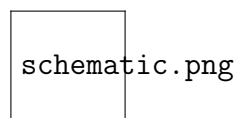## Hardware Design

schematic.png

Figure 1: Preliminary Hardware Schematic

schematic in Figure 1

Software Design

The software