一張含有 文字, 螢幕擷取畫面, 字型 的圖片

自動產生的描述一張含有 文字, 螢幕擷取畫面, 字型, 數字 的圖片

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自動產生的描述

Set some parameters on manually allocated memory.

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自動產生的描述In fact, I use all of memory from 20-2F and 30-3F

Using keypad\_ctrl as a thread to control the button and keypad.

When no pressing any button, prev\_input = 0 so we can know we don’t press any button in the moment.

And set cur\_inpur != prev\_input to prevent multiple output.

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自動產生的描述

For render\_task, it share a flag k with game\_ctrl, and every time when flag is off, I left\_shitf all cactus\_pos[0-4] a unit, and also clear the position it stayed previously.

Using LCD\_cursorGoTo(), I can go to the place I want to move or clear.

The range of the LCD is (0,1) and (0,15), so when it becomes to 0, I set it to 15.

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自動產生的描述For game\_ctrl, it uses to initialize all parameters,

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自動產生的描述and helps update cactus, and check whether the dino runs into the cactus or not.

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自動產生的描述And use for delay the game, so that we can control the difficulty of the game.

If there is a collision happen, game\_over will become 1, and it will stop all thread and function, and print the result of score.

Question:

1. In fact, I didn’t use any bit for type, since I used some bytes like cactus\_pos to record each cactus’s position and I used dino\_pos to record dino position.

So maybe it means I use bytes for the map.

1. I use the cactus\_pos to record all the position the cactus be, and generate them. It will always be the same row which I defined when initialized.

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自動產生的描述 一張含有 文字, 螢幕擷取畫面, 字型 的圖片

自動產生的描述

1. As I mentioned in previous, the level of difficulty I set use delay and the loop of while which has a formula of (20 – 2\*diff)

2.4 : In my code, there is a race condition between game\_ctrl and render\_task in order to race the flag k, so that render\_task can update the position and render\_task can check whether the dino is with collision of cactus or not.

*Screenshots for compliation :*

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自動產生的描述

一張含有 文字, 螢幕擷取畫面, 軟體, 電腦圖示 的圖片

自動產生的描述一張含有 文字, 螢幕擷取畫面, 軟體, 電腦圖示 的圖片

自動產生的描述screen shot of the beginning screen shot of the ending.