Homework #5

Out: June 6, 2023
Outline Due: June 10, 2023
Due: June 17, 2023 (Finals Week)
Value: Outline: 75 points
Correctness: 365 points

Hexer Game Main Loop

Write all of the remaining code for the Hexer game. Given what has been written so far, this should just be the main loop that handles resetting the game state (manually or randomly), takes input from the switches, outputs the game state to the LEDs, outputs sound to the speaker, and possibly stores and recalls scores to/from the SD card.

You must demonstrate to a TA a complete, working Hexer game. All of the functionality specified in the *System Requirements and Description* should be implemented.

> At this time you **must** hand in a final, complete listing of your final code, including all `.include` files and the updated functional specification. The final code should have only **one** main loop. It should include all of the code that is used in the final version of the Hexer game. (This does **not** include your code to test earlier assignments.) You must turn in **both** a single pdf file containing all of your code and a zip file containing all files needed to build the final system. Both of these must be submitted electronically via the website. For the TA's benefit, and for good documentation, you should indicate (in the comments) how files from earlier assignments have been changed. A commenting and style grade will be given for how all of your code for the Hexer game (Homeworks #2, #3, #4, and #5) has been integrated and organized.

Notes

Your complete program should be in many files. The main loop will be in its own file. Any supporting functions should also be in their own files.

Optional features such as display animations and PWM sound output are also due when you demo and hand in the final version of your code. (See the Extra Credit #5 assignment.)

Resources

- *Hexer Game System Requirements and Description*
- Rotation and Shift Tables
- Homework Q&A
- Electronic Submission

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