**SE 101 Project Proposal**

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Objective:

1. A maze game on Arduino with a LCD
2. Player can interact with the game by clicking multiple buttons

Software components:

1. The logics behind the interface
2. The game scene rendered on LCD
3. The function called by the buttons

Prototype plan:

Hardware acquired:

1. Arduino UNO
2. Arduino kit
3. Nokia 5110 LCD

Challenges:

1. Build feasible circuits with least electronic components
2. Create UI for the LCD screen
3. Code with clear logics