

The functionalities desired:

- Menu
- Movement of the main character / enemies
- Shooting to kill enemies
- Leaderboard
- Multiplayer

The devices used and their role:

- Mouse -> Travel menu / aim and fire
- Keyboard -> Move character
- Timer -> Control framerate
- Graphics Card -> Visual Representation
- RTC -> Time the game duration
- Serial Port -> Add multiplayer

Workplan:

- week 1: Graphical representation of the game (Graphics Card and Timer)
- week 2: Aiming, Movement, Collision (Keyboard and Mouse)
- week 3: Fixing bugs / Leaderboards and multiplayer (RTC and Serial Port)