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EEET2490 – Embedded System: OS and Interfacing, Semester 2024-1

Assessment 3 – Group Work Report

**SCREEN DISPLAY & APPLICATION DEVELOPMENT FOR BARE METAL OS**

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**Team Number: ……**

**Team Members:**

Full Name (student number)

Full Name (student number)

Full Name (student number)

**Date** :

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# I. INTRODUCTION

*Provide a brief introduction to the topic and the report.*

# II. IMAGE, VIDEO AND FONT ON SCREEN DISPLAY

*Introduce****Requirement*** *(what will be implemented), provide some* ***Background*** *information for how we can display Image, Video, and Font, then provide* ***Implementation Description*** *(explain how you implemented it), and finally* ***Result Discussion*** *(result and any limitation if it has).*

*For the code explanation, you don't need to go line by line, but should explain the way you do it (could be done in similar way of the lab guide).* ***Flowcharts or diagrams*** *could be used to support/illustrate your explanation if necessary.*

# II. EXPLORE ANOTHER FEATURE OF RASPBERRY PI

Identify which feature that you choose, *briefly describe what it is and how it will be applied in your game application in Part III*. The tutorial document of this feature (similar to lab guides) should be submitted separately, not to include here.

# III. APPLICATION DEVELOPMENT

Describe your game in this part

- How the game will be played ?

- How the game is designed ? (How you handle background, sprites and their interactions. How they are implemented in your C program).

- Result Discussion *(implementation and testing result; any limitation if it has).*

# IV. CONCLUSION

Short conclusion on the final results. As a team, you can reflect shortly on what you have learnt through this assignment.

# V. REFERENCES (USE IEEE STYLES)