

Technical documentation

Adam Loucký, Vít Knobloch

May 2021

1 Introduction

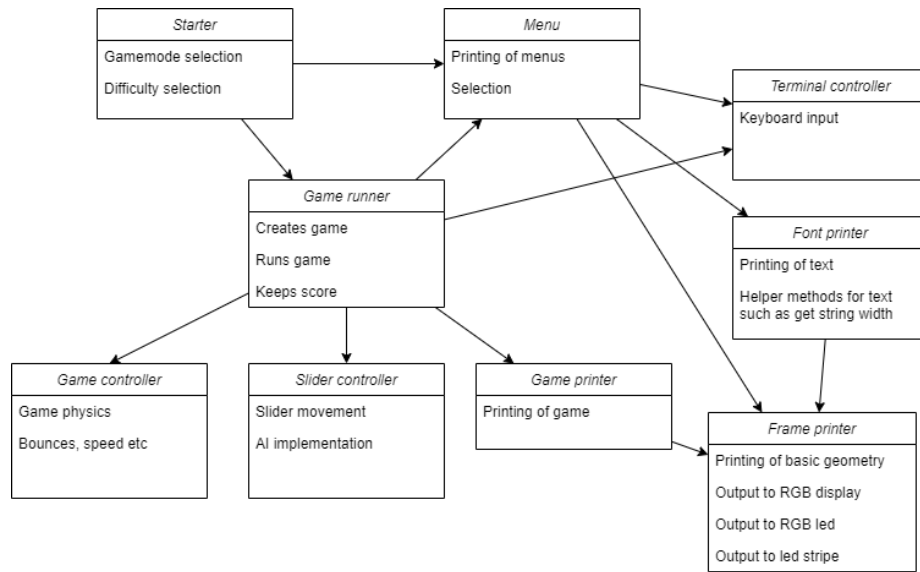
The program is an implementation of PONG game for MZ_APO kit, it directly accesses the kit's embedded and connected peripherals for output and ssh terminal connection for input. It was developed using remote lab access.

2 Used technologies

- MZ_APO kit and provided source code for low level peripheral access and memory mapping
- C programming language and GNU Make
- Big Blu Button, SSH and WSL2 for lab access
- Git and VS Code for source control
- Discord for team communication
- Overleaf online LaTeX editor for documentation and user manual

3 Building blocks

The application consists of several building blocks that are interconnected and call each other for their subroutines. The main building blocks and their dependencies are described in the diagram below.



Only the functions which are used by other blocks are defined in the header files. We tried to keep the building blocks as separated as possible.