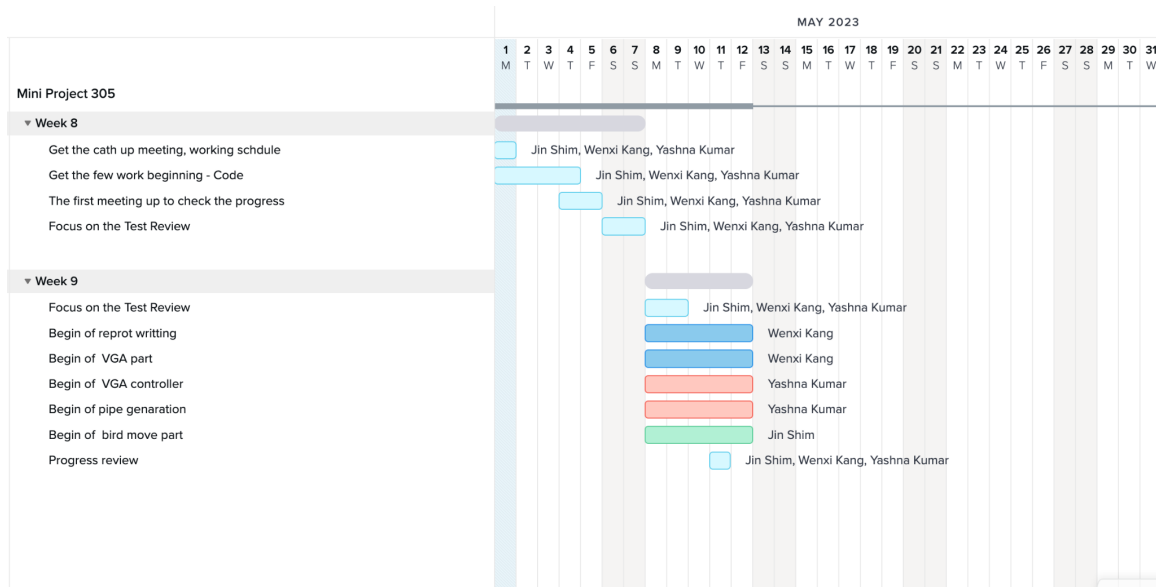


CS305-T30 Mini Project - Interim Report

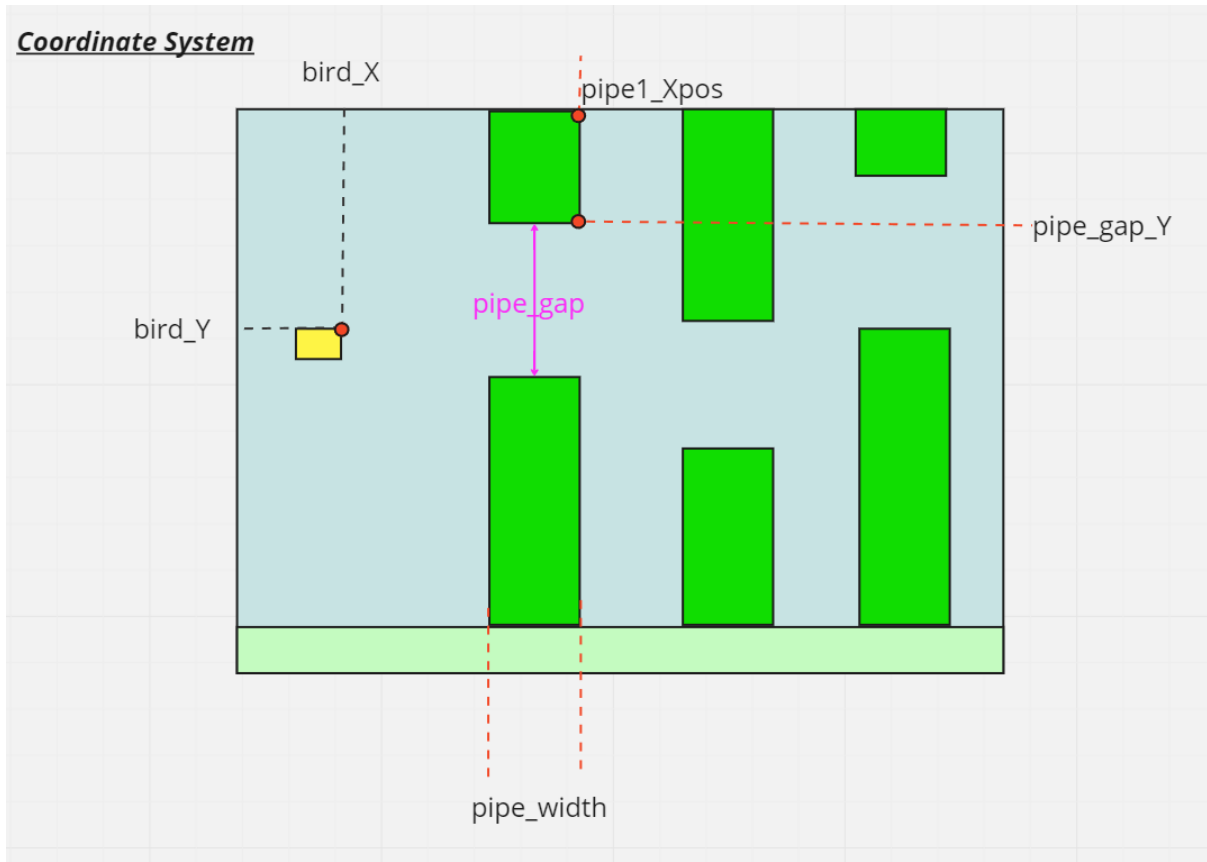
Planning

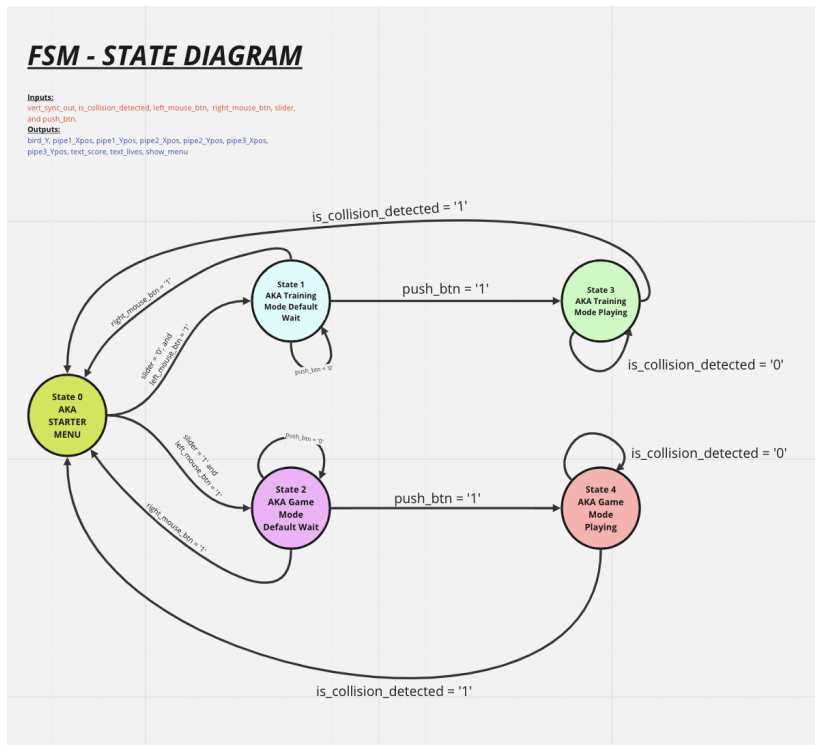


Game Strategy

Design Specification and Plans:

Coordinate System:

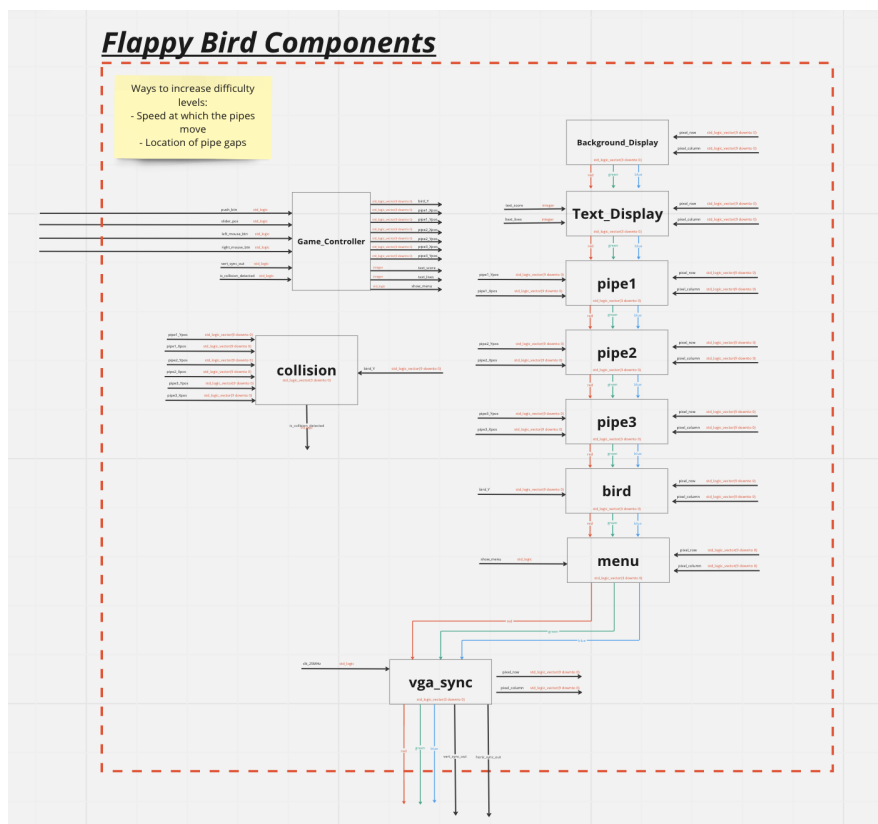




This is our FSM-State diagram

(Note: Output not shown on the diagram yet.. I think we should use Mealy Machine rather than Moore Machine. As some of the outputs out of the game controller depend on the state AND the inputs coming in)

In here we split up our components



Ways to increase difficulty levels:
- Speed at which the pipes move
- Location of pipe gaps

https://miro.com/app/board/uXjVMKm5vfg/?share_link_id=897270484350

(This is link to Miro board to see the detail of our brainstorm)_