**Description:**

Using the Stellaris Tiva Board, we will create a mouse-like device, using the accelerator, to create an on-board game that will use the LEDs and push buttons. One push button will zero the game's coordinates and set a random location within a reasonable proximity of the board. The objective of the game is for the user to move the board around, similar to a computer mouse, and use the blinking LEDs as an indicator to find the target. For example, in the game Marco Polo, a player will yell "Marco" and the other player will respond "Polo." As the first player gets closer, "Polo" will become louder. In our case, as the user moves the device closer to the randomized target, the LED will blink more quickly. Once the target is successfully located, a victory sound will play. This game will be developed in multiple projects.

For project one, we will learn and implement the use of the Tiva Board's Accelerometer. This sensor will be needed for position calculations during the game on an x-y axis grid.

**Requirements:**

Using only the x and y axis, the accelerometer data will print to the console every 1/10 second if motion is detected. This data will be raw, and will not incorporate any filtering or velocity/distance equations at this time.

**Design:**