EDA 385 – Design of Embedded Systems, Advanced Course

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Can

Spot the Squirrel !!!

◆ Five holes and a squirrel can pop up from each one of them randomly and disappear after 1 sec

◆ User has to spot the hole from which the squirrel pops out and hit the squirrel

◆ Gets a point every time the squirrel is hit correctly before it disappears

Spot the Squirrel !!! Contd.

- Loses a point if a wrong hole is hit or hits after the squirrel disappears
- Game over when 3 squirrels are missed or ends automatically after 1 min.

Requirements

◆ VGA controller for graphics

◆ PS/2 Mouse controller for user interface

◆ Game controller in software

◆ Audio controller (If time permits)

Implementation

- ◆ VGA controller to be implemented on hardware, flash memory may be needed due to high graphics and resolution.

- ◆ PS/2 mouse controller to be implemented using software function calls

Implementation Contd.

◆ Game logic and overall system controller to be implemented on software

Further Improvements

◆ Include different difficulty levels

- ◆ Make the squirrel disappearing time programmable:

  1 sec for level 1, 0.5 sec for level 2 and so on

- ◆ Make the number of holes variable:

  3 holes for level 1, 4 holes for level 2 and so on

◆ Include some friendly squirrels, user loses

points if he hits them.

Questions and Suggestions