



Labyrinth game

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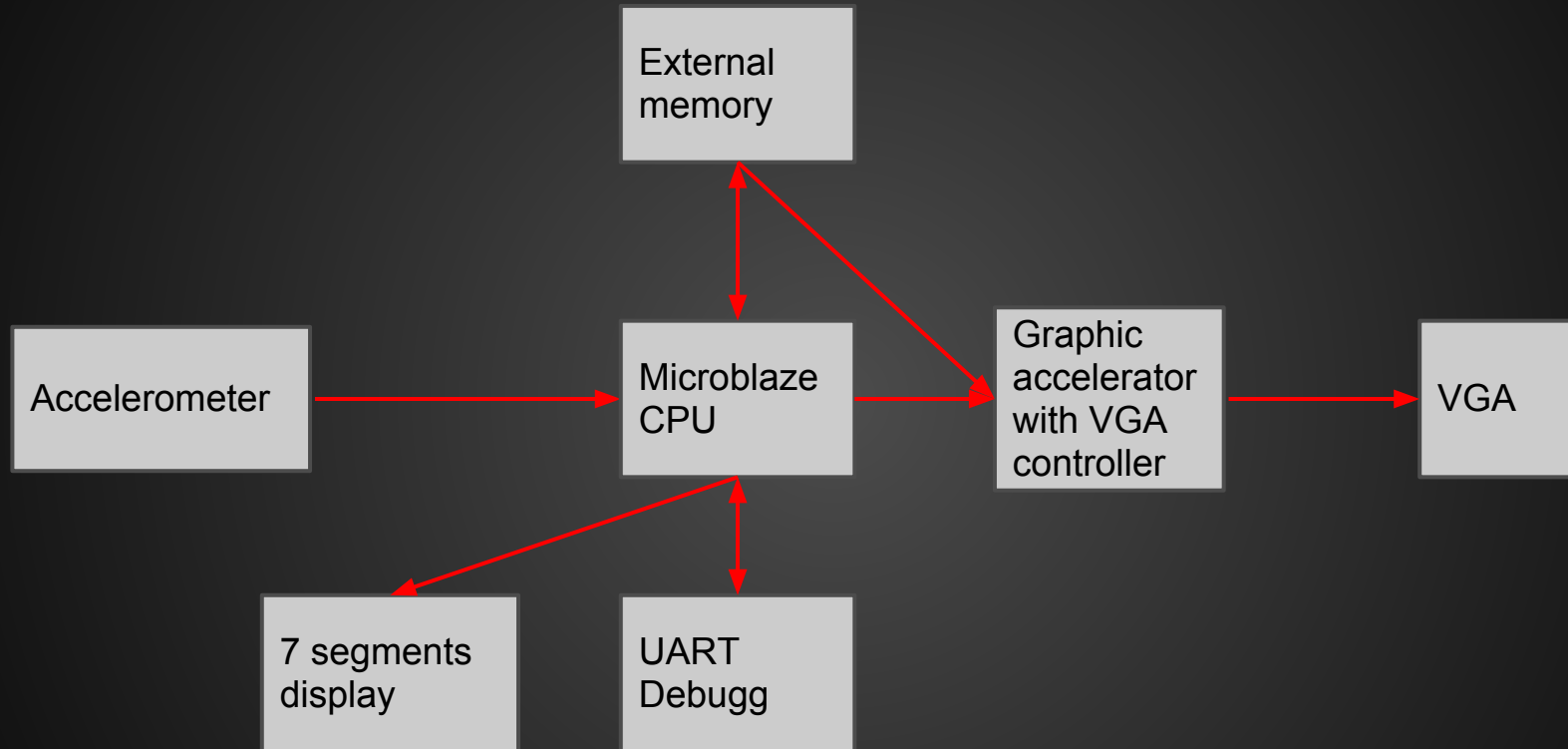
Description of the game

- Swedish game by BRIO
- Transport a marble through a labyrinth by tilting the playfield

Our variant:

- Disc with mounted accelerometer
- Playfield visible at a computer screen
- Upload playfield from the computer

Implementation



VGA

- Screen update at a frequency of 60 Hz made by the graphical accelerator.
- Each pixel is coded with 8-bits (RGB)
- Resolution: 640x480

Accelerometer

- Measures the accelerations along 3 axis
- SPI protocol

Possible extra features

- Sound
- Keyboard
- Different levels if the player wins
- Storage of images in a non-volatile memory

Problems we'll probably encounter

- Find an efficient way to know if we hit a wall or not.
- Transfer from non volatile to volatile memories (if used).
- Timing problems