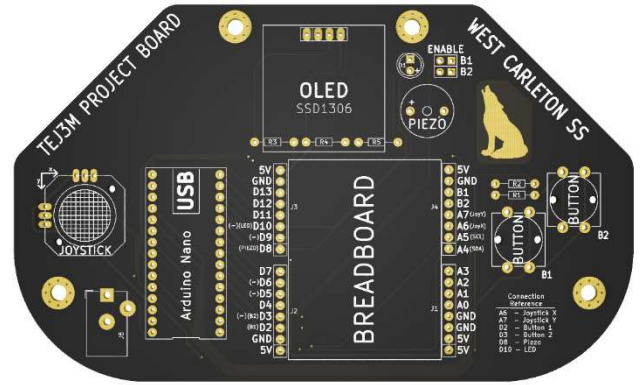


# Gameboard I/O Task

Mr. Emmell – TEJ3M – Make-up – Apr. 7/2021



## Level 1

- Display your name, centered at the top of the screen
- Holding down either B1 or B2 causes the a tone of 2500Hz to play
- Releasing all buttons causes the tone to stop

## Level 2

- Display your name, centered at the top of the screen
- Toggling B1 causes the screen to display / not display a filled circle
  - o *The button press activates/deactivates the effect*
  - o *The behaviour should not change if the button is held down*
- The filled circle should have a diameter of 30 pixels.

## Level 3

- All requirements from Level 2
- Pressing B2 causes the circle to grow in size.
- These should be unique buttons presses causing a single increase in radius.
- Once the circle has reached a maximum radius of 20, the radius should jump back to 2

## Level 4 (fully working earns 4+)

- All requirements from Level 3
- The joystick should now be used to control the position of the filled circle.
- The circle is not allowed to go off the edge of the screen, or up into your name.
- While the circle hits the edge of the screen, the piezo should play a 2500Hz tone and the LED should be lit.
  - o This should only occur while the circle is visible

To see a video of a level 4 fully working example, click below:

<https://youtu.be/6REUSyz0iC4>