

**The University of Queensland - School of Information Technology and Electrical Engineering
Semester 1, 2015 – CSSE2010 / CSSE7201 Project – Feature Summary**

	Student Number								Family Name			Given Names		
Student #1														
Student #2 (if group)														

An electronic version of this form will be provided. You must complete the form and include it (as a PDF) in your submission. You must specify which IO devices you've used and how they are connected to your ATmega324A.

Port	Pin 7	Pin 6	Pin 5	Pin 4	Pin 3	Pin 2	Pin 1	Pin 0
A								
B	SPI connection to LED matrix				Button B3	Button B2	Button B1	Button B0
C								
D							Serial RX	Serial TX
							Baud rate: 19200	
Notes for Marker e.g. compile/link options								

Feature (For Groups)	✓ if attempted	Comment (Anything you want the marker to consider or know?)	Mark (out of indiv/group)	
Splash screen			4/3	
Move car right			9/6	
Scoring #1			9/6	
Multiple Lives			12/9	
Acceleration/Dec.			9/6	
Lap Timing			12/9	
New Game			1/4	
Random Positions			1/4	
Scoring #2			1/4	
High Score			1/4	/55
Game Pause			8/5	
Game Levels			8/5	
Power-ups			9/6	
Level on 7Seg			1/3	
Diff Game Levels			1/3	
Auto-repeat			1/3	/25
EEPROM Leaders			5/4	
Sound Effects			5/4	
Joystick			5/4	
EEPROM game			5/4	
Terminal Display			5/4	
Other Advanced			max 7/7	/20 max

Total: (out of 100, max 100)

Penalties: (code compilation, incorrect submission files, warnings etc. Does not include late penalty)

Final Mark: (excluding any late penalty which will be calculated separately)