

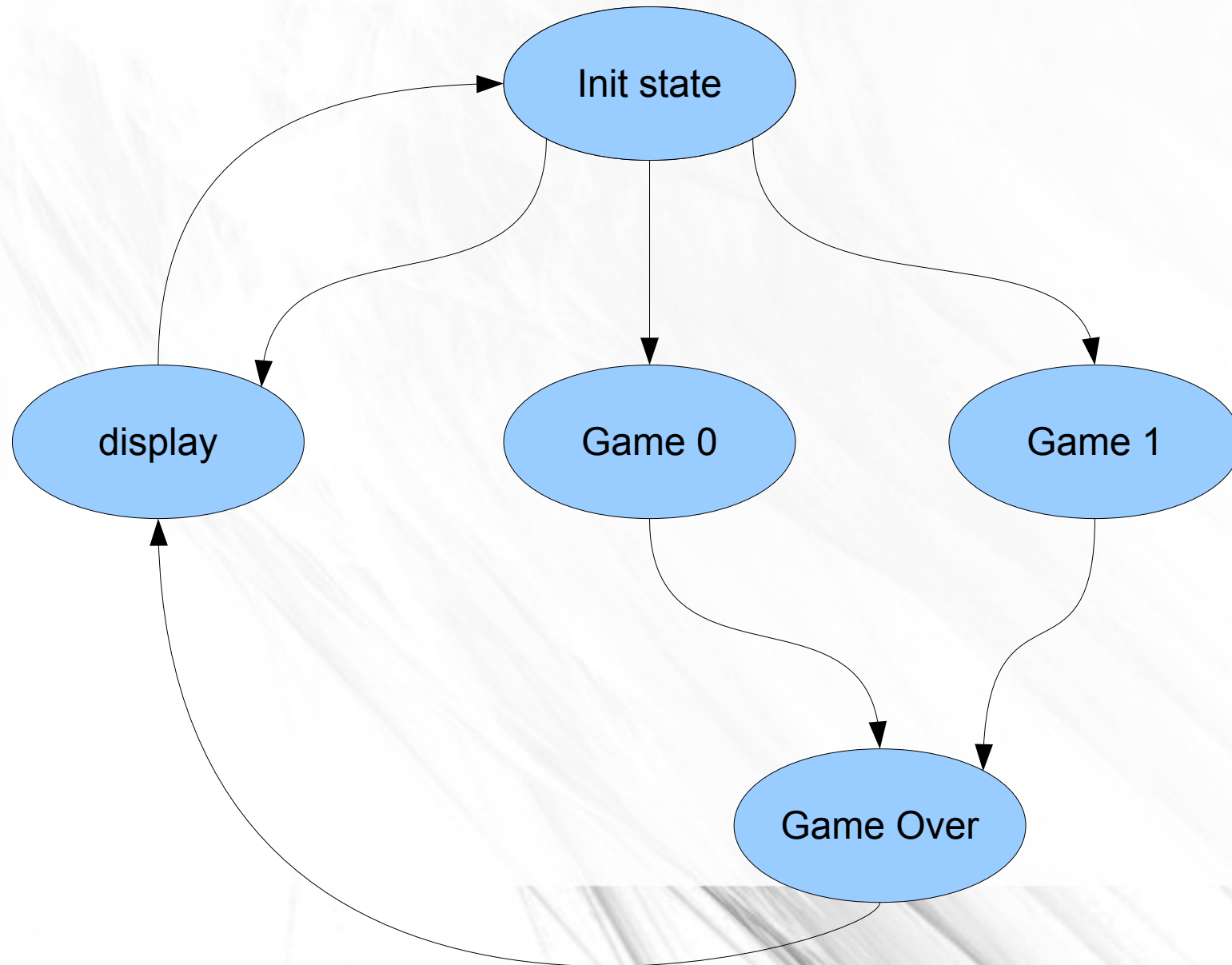
# Embedded Systems I/O Programming Project: Game Console

- A Game Console with two build-in games:  
Hangman and Bingo

# Feature

- Joystick to select games, winning history
- LCD to display menu, game status
- Speaker to indicate win/lose
- LED color changing
- PC display

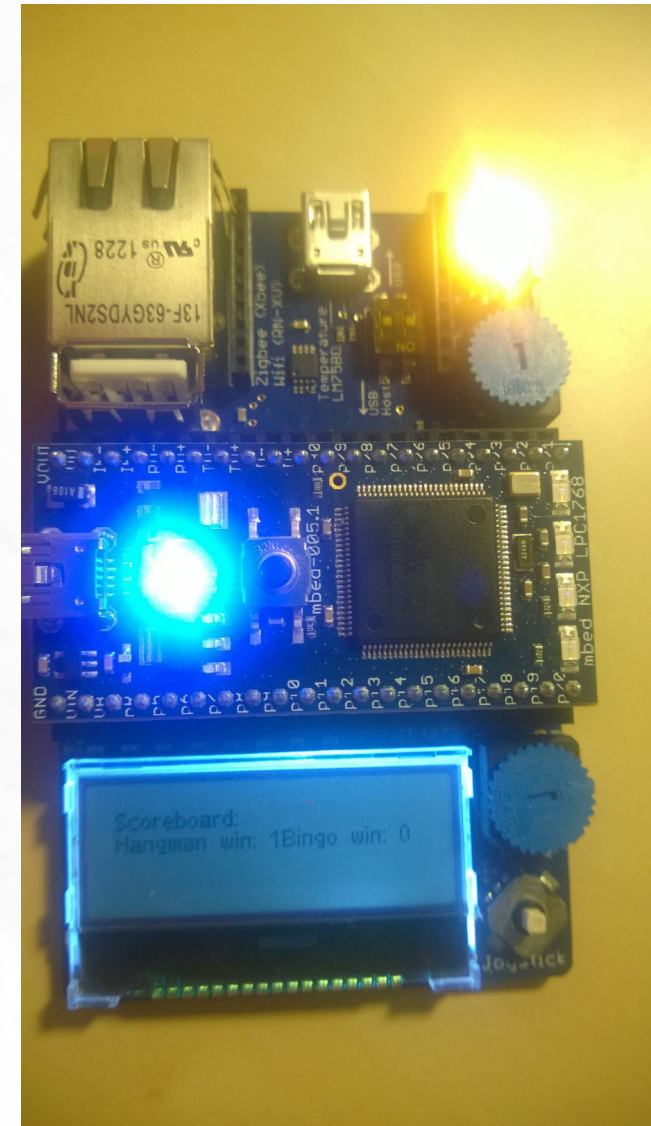
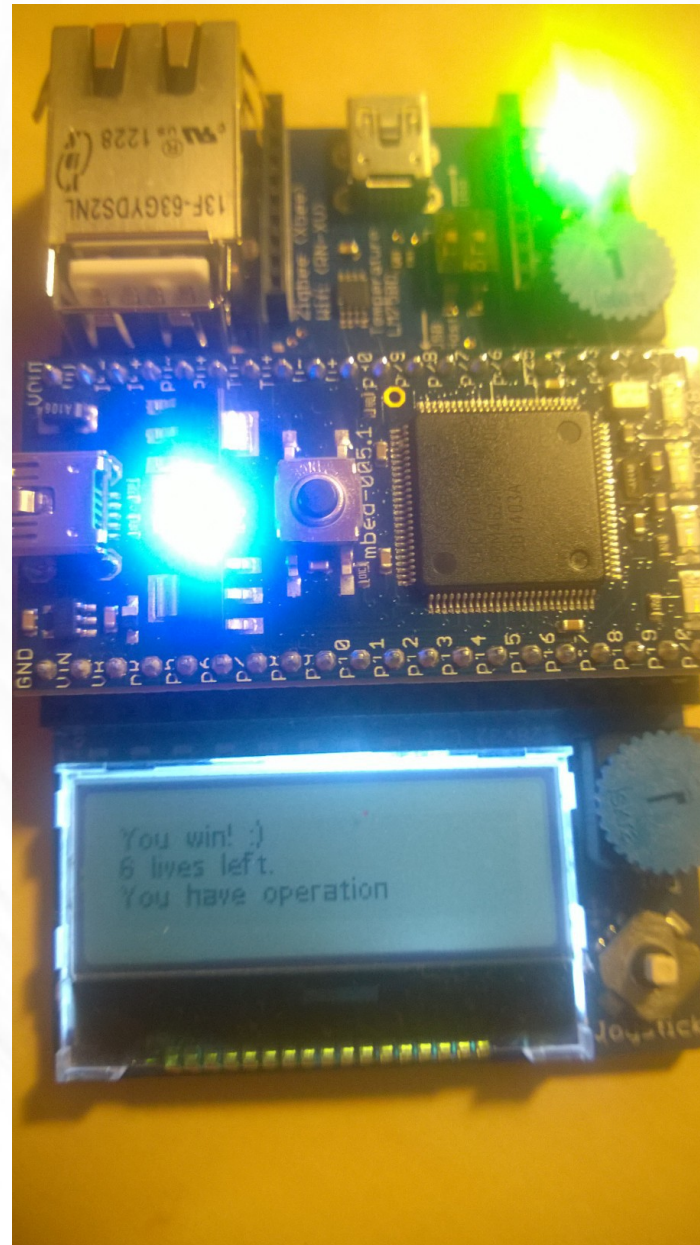
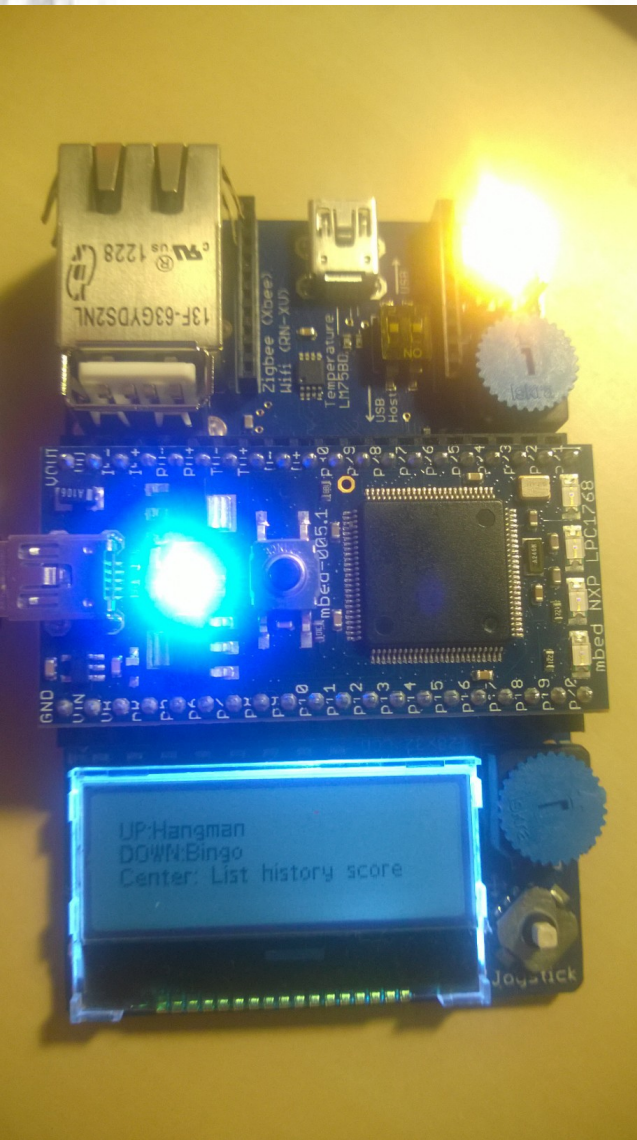
# Design



# Design

- Game Functions
- Sound Functions
- LED Functions
- LCD Functions





# Challenges

- Game programming
- State machine for joystick movement

# Result

- Two games in the system
- Menu control with joystick
- LED has different colors for game result
- LCD displays a simply menu
- User input from PC terminal



# Future Plans

- Adding more games
- Improving Sound Effect
- Improving LED Effect