

Guitar Hero: Nursery Rhyme Edition
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Checklist

1. Keyboard Interface:

- LED should show whether each of keys 1-8 have been pressed
- Hex display should display whether shift key is pressed

2. ROM/Audio:

- Display start and end address of each selection
- Show that selecting each song (requires 2 switches) will output correct note codes by sending codes directly to the audio

3. Display:

- Show that reset will display start menu
- Show that start button will allow notes to be received
- Show that notes selected by switches (requires 8) are displayed and consistently scroll down to the bottom
- Show that different notes sent are displayed and remembered correctly

4. Game Logic:

- If keyboard working correctly, show that by manually inputting notes by switches (requires 8) that pressing the correct note will create the same correct tone, pressing the incorrect note will create the buzzer note code, and not pressing a note will create the off note code. This can also be verified using the tone module if it is working correctly.

5. Integration:

- Show that game works altogether.

6. Time Permitting:

- Multiple notes in one row.
- Difficulty changes speed of scrolling.
- Score is displayed and updated.
- Use rhythm of notes:
 - ROM/Audio plays song with normal rhythm
 - Display shows length of note