Project Checkoff Checklist

11/24/09

- Charlie Devivero

Packet buffering, serial data transfer. Goal: Successfully reproduce data coming from one terminal to another, and vice versa. Properly define packet types, structures, and headers.

- Javier Garcia

Basic game structure and FSM. Goal: Implement 1-player game with at least 2 enemy ships on screen at any given time. Also, display the start and game over screens.

12/02/09 –

- Charlie Devivero

Continuous communication between terminals. Goal: Program the host terminal to automatically send data at appropriate time intervals, and have client reciprocate its own data to the host when queued by the host.

- Javier Garcia

2-Player game with host and client login. Goal: Implement 2-player game with 1 enemy ship on screen at any given time. Recognize when a player "logs in" and make it the host if it's the first to log in. Display the name of who logs in by matching the ID number to a name. The ID number will be input as a 3-bit number using the labkit's switches.

12/03/09 –

- Charlie Devivero

Scalable communications. Goal: Implement prioritization of packets, allow several packets of the same kind (for example, sprite positions data) to be sent in sequence.

- Javier Garcia

Scalable game. Goal: scale the number of enemies allowed on the screen at a given time to at least 10.

12/07/09 –

- Charlie Devivero (Stretch Goal)

Implement wireless communication. Goal: Using ZigBee wireless protocol stack and hardware, connect labkits to nodes through serial port, and have data transmit wirelessly.

- Javier Garcia (Stretch Goal)

Implement RFID login. Goal: read the ID number from the RFID tags and at least display the ID number but preferably the name of the person the tag belongs to.

12/10/09

- Charlie Devivero/Javier Garcia

Final implementation complete. Goal: A simple 2-player Galaga-style arcade-like game played through 2 labkits connected through Serial port, featuring voice communication. Stretch Goal: A 2-player arcade game with colored sprites, sound effects, scoring, levels, RFID login capability, and voice communication, played through 2 labkits connected wirelessly.