6.111 Project Checklist
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Input module:
- Spaceship rotation signals via labkit buttons - D
- Firing signal via labkit buttons - D
- Spaceship rotation signals via accelerometer - A
- Firing signal via accelerometer - A
- Reset signal via labkit buttons - A
[time permitting] Thruster signal via labkit/accelerometer - A

Game module:
-At least one asteroid can move across the screen in a straight line, overflowing into the opposite side. - D
-Several asteroids moving at once - D
-Bullets fire and move same as asteroids - A
-Collisions are detected - D
-When a bullet collides with an enemy, both are destroyed - A
-When the main character collides with an enemy, the game halts - A
-Game can be reset by a button - A
- Square shaped asteroids - D
[time permitting] Irregular asteroid shapes -A
[time permitting] Asteroids randomly spawn
[time permitting] Player can move around on screen
[time permitting] Player score, which can be put on hex display

Graphics module: - D
- Double buffered video at 800x600 resolution, 30Hz frame rate
- Lines between any two points drawn to off-screen buffer
- Looking up and drawing the line segments of each object
- Translating and rotating those segments based on data from the game module
[time permitting] Splash screen
[time permitting] Video at 1024x768 resolution or 60Hz frame rate

Sound Module:
- Noise alerting collision - A
- Noise alerting bullet shot - A