Lab 10 Supreme certification sheet   Circle professor

1) Name   Last_____   First_____ EID_____   VJR, NT, RY

2) Name   Last_____   First_____ EID_____   VJR, NT, RY

Use same spelling as listed on Canvas

1. All source files that you have changed or added (like **UART**.c **ADC.c** and **Lab10.c**) should be **committed to SVN.** Please do not commit other file types.

2. Game meets specifications

- There must be at least one externally-interfaced button and one slide pot. Buttons and slide pot must affect game play. The slide pot must be sampled by the ADC.
- There must be at least three images on the LCD display that move relation to user input and time.
- There must be sounds appropriate for the game, generated by the DAC developed in Lab 7. However, the interrupt can be fixed period.
- The score should be displayed on the screen (but it could be displayed before or after the game action).
- At least two interrupt ISRs must used in appropriate manners.
- The game must be both simple to learn and fun to play

TA signature:

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Bring this sheet with you to the competition
Due 2 hours before competition
Certifications for MW12 Yerraballi class are due Wed 4/30 10am
Certifications for TTh 2 Yerraballi class are due Thursday 5/1 12 noon
Certifications for MWF2 Telang class are due Friday 5/2 12 noon
Certifications for TTh 12:30 class are due Thursday 5/1 10:30am
Until the last office hour Friday, late checkouts are allowed.

Groups not competing in the class competition, because they weren't ready or because they didn't have two members present during the competition, must be checked out by a TA in the usual way. Professors will only be giving Lab 10 grades to students who compete in the class competition. **Teams that are split across two professors will go to one competition. However, let that professor know to which other professor their Lab 10 rank/score should be reported.**

- ❑ **Supreme**
    - ❖ 100 if 0th to 49th percentile
    - ❖ 110 if 50th to 74th percentile
    - ❖ 120 if 75th to 100th percentile

Lab 10 Wonderful certification sheet   Circle professor

1) Name   Last_____   First_____ EID_____   VJR, NT, RY

2) Name   Last_____   First_____ EID_____   VJR, NT, RY
Use same spelling as listed on Canvas

   1. All source files that you have changed or added (like **UART**.c **ADC.c** and **Lab10.c**) should be **committed to SVN.** Please do not commit other file types.

   2. Game meets specifications
   - There must be at least one externally-interfaced button and one slide pot. Buttons and slide pot must affect game play. The slide pot must be sampled by the ADC.
   - There must be at least three images on the LCD display that move relation to user input and time.
   - There must be sounds appropriate for the game, generated by the DAC developed in Lab 7. However, the interrupt can be fixed period.
   - The score should be displayed on the screen (but it could be displayed before or after the game action).
   - At least two interrupt ISRs must used in appropriate manners.
   - The game must be both simple to learn and fun to play

TA signature:

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Bring this sheet with you to the competition
Due 2 hours before competition
Certifications for MW12 Yerraballi class are due Wed 4/30 10am
Certifications for TTh 2 Yerraballi class are due Thursday 5/1 12 noon
Certifications for MWF2 Telang class are due Friday 5/2 12 noon
Certifications for TTh 12:30 class are due Thursday 5/1 10:30am
Until the last office hour Friday, late checkouts are allowed.

Groups not competing in the class competition, because they weren't ready or because they didn't have two members present during the competition, must be checked out by a TA in the usual way. Professors will only be giving Lab 10 grades to students who compete in the class competition. **Teams that are split across two professors will go to one competition. However, let that professor know to which other professor their Lab 10 rank/score should be reported.**

   ❑ **Wonderful**
      - ❖ 80 if 0th to 49th percentile
      - ❖ 90 if 50th to 74th percentile
      - ❖ 100 if 75th to 100th percentile

Project number _____(assigned by TA)

Project Name_____

First _____Last_____

First _____Last_____

Circle VJR, NT, RY

Your Project number _____
Scoring sheet

Rank	Project number
1 best	
2	
3	
4	
5	
6	
7	
8	

Fun to play? Good software? Each judge will play the games produced by 8 other teams. Make notes as you play and then rank order the games such that 1 means most fun. Each team number must appear exactly once.

Schedule of events (certification due 2 hours before competition)
Competition for MW12 Yerraballi class is Wed 4/30 12noon, ENS507
Competition for TTh 2 Yerraballi class is Thursday 5/1 2pm, ENS507
Competition for MWF2 Telang class is Friday 5/2 2pm, ENS507
Competition for TTh 12:30 class is Thursday 5/1 12:30pm, ENS507
Superfinals, best 8 from entire EE319K, ENS127 Friday 5/2, 3:30, cookies provided

Bring your Launchpad-based Lab 10 solution, your laptop for power, headphones, a pencil, and a 1-page printout of some cool part of your code (font size 12). Place books and backpacks out of the way to facilitate moving around the room. No bribes of money or food are allowed at this time.

0:00 TAs assign groups to positions around the room and TAs will give each group a project number. You will activate your game. If your team of two is not ready to go at 0:05, you will not be able to compete.

0:05-0:09 There must be quiet for these five minutes so directions can be given by the professor. One member will score eight other groups wearing their personal headphones, and the other member will explain your system. The professor will give last minute directions about judging and scoring.

There will be about 4 minutes of play, 1 minute of reflection, and 1 minute to find the next one. The professor will give a signal when it is time to advance to the next demonstration.
0:10 Demo 1
0:16 Demo 2
0:22 Demo 3
0:28 Demo 4
0:34 Demo 5
0:40 Demo 6
0:46 Demo 7
0:52 Demo 8
0:58 Turn in all grading sheets. TAs will enter scores and results will be posted on blackboard.
0:60 GoogleDoc/survey
TA will announce +1 invite

Friday 5/2 3:30-4:30p in ENS127. Two groups from each of the four classes will be invited to compete in the superfinals for best programmers for all of EE319K. We will show software, discuss strategies, and of course play the games. Students will choose the competition winner by popular vote. Cookies will be available.