Final Project Check Off Sheet

Project Title: Physically Immersive Video Games

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TA Name: David Wentzloff

TA Signature/Date:

Overall Project

Transmit data from wireless module to signal processing module. ☐

Manually setting actions are interpreted correctly and printed as characters on screen. ☐

Demonstrate playing a game physically. ☐

Wireless Module (PJ)

Sample data from all five sensors. ☐

Transmit data wirelessly and output data in parallel form. ☐

Signal Processing (Sergio)

Feed 8 bit input from switches, have motion modules light leds to signify motion sensed. ☐

Show interpreter inferring correct actions by lighting leds corresponding to actions ☐

Keymapper and PS/2 Interface (Ceryen)

Programming mode allows mapping between actions and keys to be changed. ☐

Keymapper outputs appropriate scancode when an action is performed. ☐

Appropriately handle PS/2 initialization process for computer startup. ☐

Output to computer over PS/2 interface when a scancode is inputted into module. ☐