Start

Game Initializes

Blink Lights/Game Intro

Show Board

Start Sequence (Snaking)

Gameplay

Gameplay
Game Initialization

Start

Initialize the LCD

Ask 1 or 2 Player?

Play some music

Check user response

Game Intro

Random Light Sequence

Clear Pins

Game Court Display

Select Court from Set

Game Start

Keep Going

Hit Red?

One More Try?

Lose/P2

Snake Green Light

Check Start FSR

Choose Red Ring out of Blues

Choose Red Ring out of Blues

Turn Court Blue Color

Gameplay Block Diagram
Toggle LED Function
Block Diagram

- Set the Port Output to the supplied input
- Toggle Clock Pin High
- Toggle Clock Pin Low
- Clear the Output Port

Scan FSR Block Diagram,
Input Integer Array Location

- \( i = 0 \)
- Set Analog Mux to \( i \)
- Start ADC
- ADC Done?
- Read ADC
- FSR Pressed?
- Store
- \( i = 25 \)?
- Increment \( i \)
- End

FSRCheck Block Diagram
Input Integer 0-26
Return integer 0 or 1

- Set analog Mux to 26
- Start ADC
- ADC Done?
- FSR Pressed?
- Return 1 or 0