

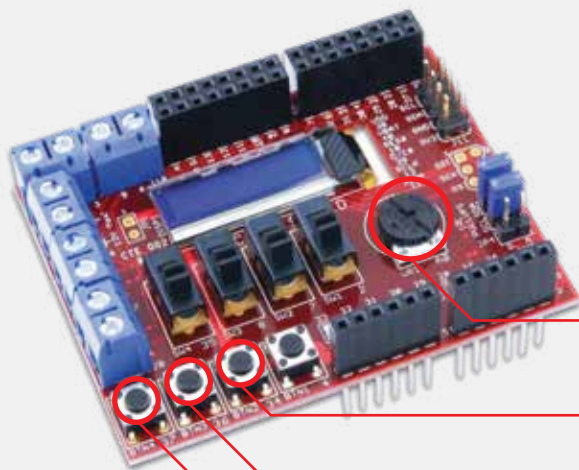
UNOSHOOTER

Advanced Project
IS1200 Computer Hardware Engineering

About the Game

You are a pilot commandeering the **UnoShip** on a mission to protect the Earth against asteroids tumbling towards it.

At your disposal you have the latest cutting-edge laser-technology, developed at KTH, as your only defense.



Instructions & Controls

You are controlling the ship with the with the latest in remote technology, powered by the **ChipKIT Uc32**.

Via the onboard buttons and potentiometer you can interact with the ship, as seen on the included graphic, on your lefthand side.

POTENTIOMETER

Using this handy potentiometer, you may control the ship's movement in the X-axis.

BUTTON 2

With a press of this button, a laser is discharged from the front of the ship. You may shoot 3 times before the laser has to cool down.

BUTTON 3

With the use of this button, you will be sent in a downwards-trajectory along the Y-axis.

BUTTON 4

With the use of this button, you will be sent in a upwards-trajectory along the Y-axis.

Additional information

On the **ChipKIT Uc32** there are 8 LEDs that display vital information regarding your ship.

The 3 *leftmost* LEDs display your ship's integrity, after 3 hits you will have to abandon ship.

The 3 *rightmost* LEDs display your ships ammo-status. You may shoot up to three shots before the laser needs to cool down.

Godspeed, Commander.



Available at: <https://git.io/UnoShooter>