Accelerometer: 3-axis analog output
X-axis: Spaceship orientation
Z-axis: Bullet shooting

ADC: Analog to Digital Converter
Game Logic

Accelerometer

ADC

Spaceship

Bullets

Asteroids

Collision

Sound

1 Spaceship
5 Bullets
24 Asteroid pieces

Lots of collision possibilities!
Short sound effect for bullets and collisions
Frame buffer will decouple the drawing of objects from the scanning of the display.
Timeline:

11/15: Anna - Accelerometer input, ADC  
       Daniel - Spaceship control, vector shaping

11/22: Anna - Shooting control  
       Daniel - Asteroid movement

11/29: Anna - Sound output  
       Daniel - Collision detection

11/30 - 12/7: Debugging!