

PORTABLE “BINGO” FUNBOX

Prepared by: Soo Peng Wee

ABSTRACT

In this project report, I am going to introduce and describe my project which is the PORTABLE “BINGO” FUNBOX. It is a portable and electronic version of the game box which is using battery supplied and PIC microcontroller. As we know that playing game is an entertainment, at the time, it is played to develop humans' Intelligence Quotient (IQ).

“BINGO” which is a game played by two players. First of all, both players set their number from 1 to 9 to the 3x3 blanket gamepad respectively. Then two players will select the number in turns. The number selected cannot be repeated. The player that forms a horizontal or vertical line in the gamepad wins the game.

Microcontroller is a programmable integrated device that includes microprocessor, memory and input/output signal on a single small chip. It has computing, decision-making, and controlling capability similar to that of the central processing unit (CPU). By the way, PIC microcontroller is a type of microcontroller and I am using PIC16F877A which is a new version of PIC16F877. It has high performance and it contains 33 input/output lines which is more than enough storage for my project.

This project report consists of several parts. The title, acknowledgement, declaration and abstract are the initial part that required in this report. Besides, the main body of the project contains the introduction, construction, analysis and so on. These are used to give the readers realized about my project. Lastly, the schematic diagram, PCB design layout, block diagram and the flow chart is included in the construction and analysis part.

Finally, I would like to conclude with a short essay, list of references and the appendices which are related to my project. The related appendices are let the readers to understand the technical specification of the microcontroller and the datasheets of the components respectively.