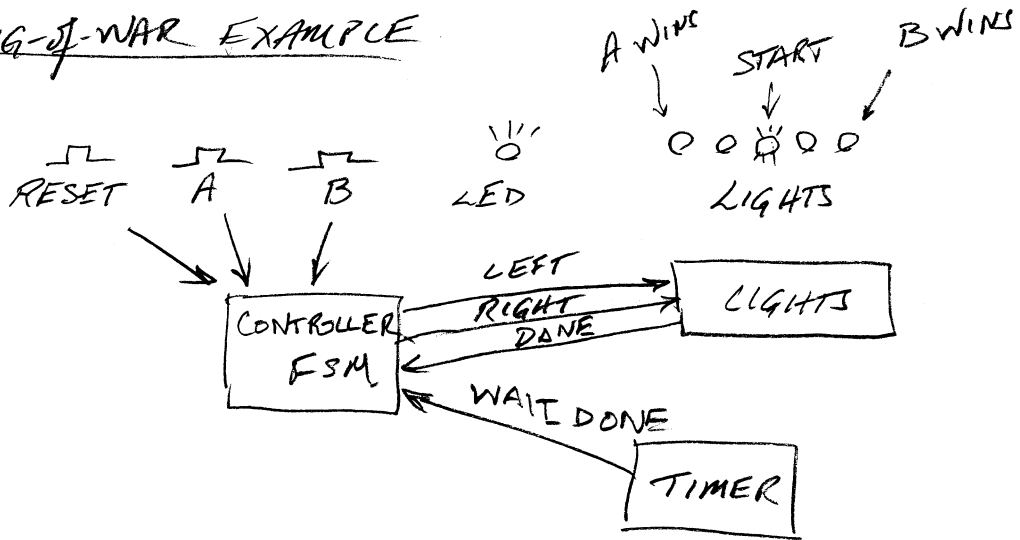


# TUG-OF-WAR EXAMPLE



## Two-Player game

RESET button starts the game

wait for wait-done from the timer, then turn on LED.

wait for A or B to be pressed.

A first  $\Rightarrow$  shift light left

B first  $\Rightarrow$  shift light right

Repeat unless game is over (DONE)

If A or B is pressed before LED is turned on, the other player wins.

