Overview: The goal of this project is to replicate the board game, and mobile game, *Node*. It is a game that is played among two players. We plan to have a shareable Wii nunchuk to control all aspects of the game that will be displayed on an LCD screen.

**Game Link**
https://boardgamegeek.com/boardgame/292379/node

**Peripherals:**
- Wii Nunchuk
- TFT LCD screen

**Serial Interface Protocols**
- I2C for nunchuk
- SPI for LCD display

**Software Structure:** There will be a main game loop that will be running infinitely, constantly waiting for interrupts. The interrupts will be fired from the Wii Nunchuk to make a move on the screen, updating the screen and recalculating the scores.

**Job Responsibility:**
Jonathan - Hardware Peripheral Setup
Anthony - Software Setup

**Website**
https://sites.google.com/view/ece-node/home