Project Title: Gravity Tilt

Project Abstract: I plan to use an accelerometer and an LCD screen to recreate the tilting ball game shown below. You will be able to tilt the accelerometer to control a game "plane" that a ball rolls on. The goal is to navigate the ball to a target hole while avoiding "pits." The MVP consists of a simple tilting "plane" controlled by the accelerometer with a ball and the target drawn to the screen, additional features would be adding pits and sound effects with a piezo using PWM.

Protocol 1: The accelerometer uses I2C
Protocol 2: The LCD uses SPI
Peripheral 1: I will use this accelerometer https://www.adafruit.com/product/1231
Peripheral 2: I will use this LCD display https://www.adafruit.com/product/358
Project Website Link: Does not exist yet?
Teammate Responsibilities: Garrett is responsible for everything

Software Architecture: