

## Laser Shoot-Out Game

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The objective of this project was to build a laser shoot-out game. The game would consist of two players using mock weapons to hold a quick-draw shoot-out similar to the fabled gunfights of the old west. Each player would have a cordless weapon and a wall-mounted display board. The weapon would use a harmless laser and optical receiver to detect hits, and would communicate with the displays using a wireless link. The display board would let the player know their ammunition level and when they scored a hit. The displays would also use serial cables to connect to a central controller, which would run the overall game. The laser weapon system and the display board were constructed and tested, but due to delays and time constraints, the wireless link was not implemented, and the central controller was not constructed.