Homework #8: Basic Stamp Programming

1. Reaction Time game design – Part 2. Continuing from the last homework assignment, program the Basic Stamp to fully implement the game:
   a) The game session begins with the push of the ‘Start Game’ momentary switch (like those you’ve used in the lab)
   b) The main light or LED turns on 2.0 seconds after the ‘Start’ button has been pressed
   c) The player to first press his or her button ‘wins’ and the corresponding light turns on
   d) The winning light stays on for 3 seconds, then blinks three times (at 0.5 seconds on, 0.5 seconds off), and all lights are extinguished
   e) The game resets itself, so that it is ready to accept a ‘Start Game’ input and play can continue.

Start Game

Main Light

Player 1 ‘win’ light

Player 2 ‘win’ light