



**Project title:** Whack-a-mole game      **Academic Year:** 2024

**Project type:** Hardware

**Group Members:** 1- Ibtisam Kharrosheh      **Department Name:** Computer Engineering department

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### **Project's Abstract:**

The game involves the player hitting moles that pop up on a table. There are five unique moles, each with distinct behaviors, such as laughing or spraying a small amount of water when hit. The game features different speeds and levels that range from easy to difficult. Additionally, each mole is surrounded by lights that illuminate when the mole is hit or missed, adding to the visual experience. Sounds are also integrated into the game to enhance the player's experience.

One of the most thrilling aspects of the game is a special mole that always appears in the center hole of the table. This mole behaves differently each time, surprising the player with its unpredictable actions . It might laugh or even spray a small amount of water, catching the player off guard and making the gameplay even more engaging.

This special mole also rewards the player with extra points when successfully struck. To keep the player motivated and focused, the game



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displays the score on a screen in real-time, allowing the player to track their progress as they advance through the levels.