

Cog Budget		
Available Number of Cogs	8	
<u>Dedicated Function</u>	<u>Cogs Used</u>	
Wav Player	1	
LCD Driver	1	
Vibration Module Software (both motors)	1	
Button Input	1	
Battery Check / Idle Detect (Tentative)	1	
Total Dedicated Cogs	5	
Cogs Remaining for Games	2	
<u>Game</u>	<u>Cogs Used</u>	<u>Function</u>
Simon	1	Used to generate random sequence
Simon total	1	
Avoidance	1	Generate random locations for falling objects (tentative)
Avoidance total	1	
Maze Game	TBD	
Maze Game total	TBD	