Our project is to design and build a laser shoot out game. This game will consist of two people using harmless laser weapons to hold a shoot-out similar to the manner of legendary old west gunfights. The system will keep track of hits, misses, and ammunition. Each player is given six shots to attempt to hit the other player’s target. The system will display a score reporting each player’s number of hits and misses. The project will use laser, wireless communication, and microprocessor technologies.