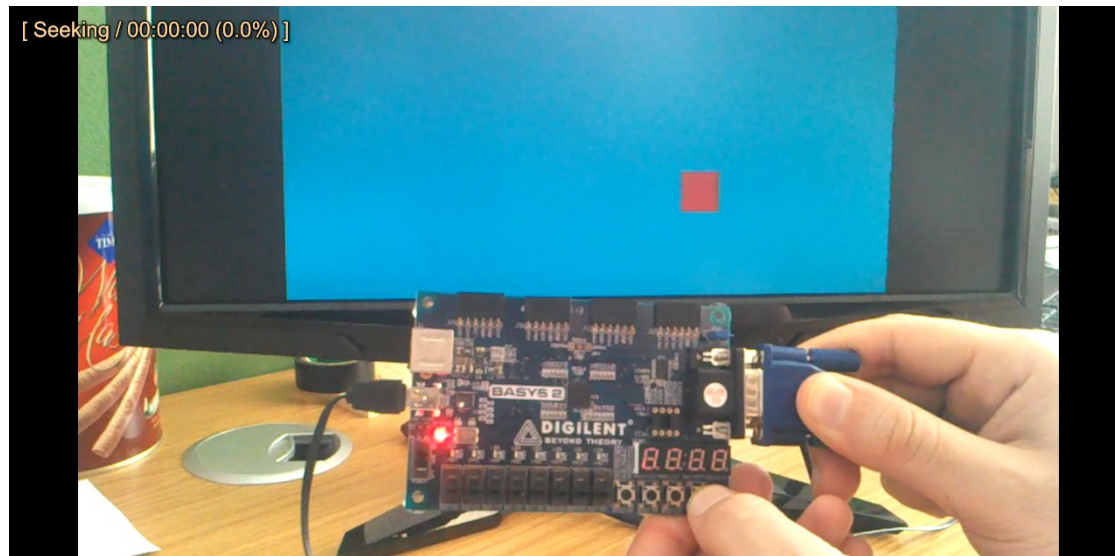


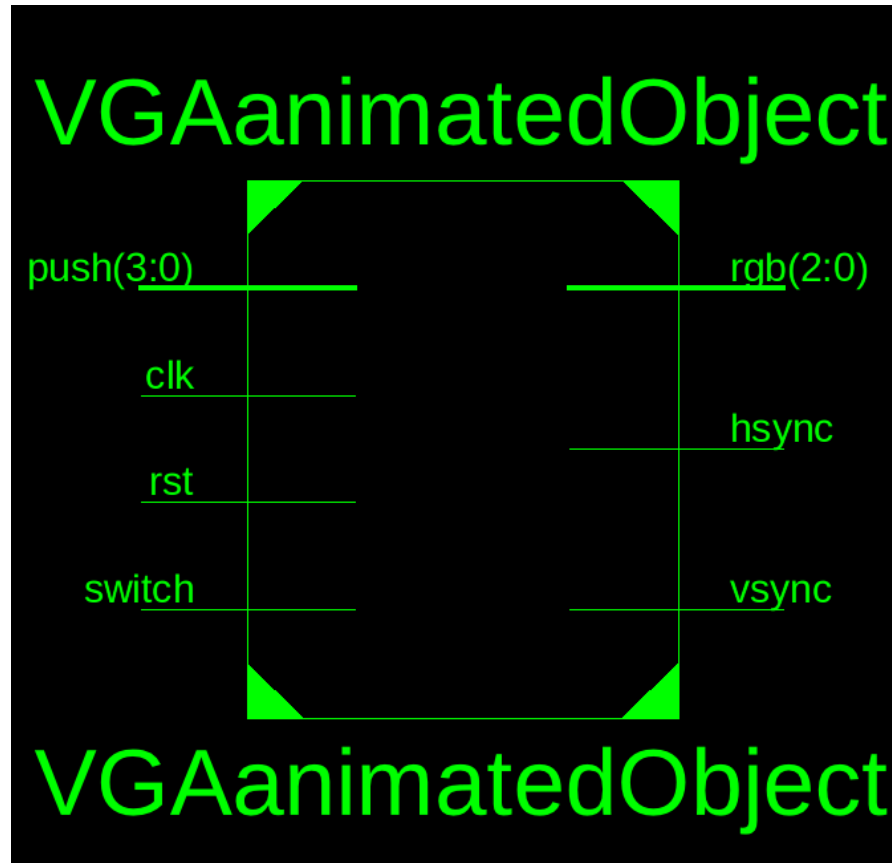
VGA Animated Object

Design Description

- There is a square on the screen, and you should control it using 4 push buttons. There are 4 directions: up, down, left, and right. There is also a switch that toggles between two speed levels.



Inputs and outputs of top module for this application



- Inside of the top module there should be two modules (pixelGeneration and vgaSync) instantiated as in the figure.
- Inputs and outputs of the pixelGeneration. You should do major changes in this module to implement VGAAnimatedObject application. You need to update square location, which will depend on the inputs coming from the buttons.

