**02113 - Digital systems design project - 2024**

**Report of group <number>**<Member 1 full name> - <Member 1 student number>  
<Member 2 full name> - <Member 1 student number>  
<Member 3 full name> - <Member 1 student number>

**Contributions**

<Clearly state what each team member contributed to the project. **This section is crucial for evaluating individual contributions and ensuring fair grading**.

**Introduction**

<Briefly introduce your game, including its concept and main features.>

**Design overview**

<Summarize the key aspects of your game design, including the background layout, sprite designs, and game logic.>

**Implementation details**

<Describe the main features of your implementation, focusing on how you translated your design into Chisel code. Highlight any significant challenges and how you addressed them.>

**Enhancements**

<Discuss any additional features or improvements you implemented, explaining their purpose and how they were integrated into the game.>

**<NOTES:   
 - The report should not be longer than 4 pages (everything included). The report should be "directly-to-the-point", without re-explaining and presenting the basic ideas already presented in the course manual.  
 - Delete or replace all the text in <triangular brackets> in the document you hand in.>**