

## ECE243 Final Project: Catch Me If You Can

### Group Info

Station Number-TA	First Name	Last Name	Student Number	Email
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### Contribution

Sophie(50%)	Jesse(50%)
<ul style="list-style-type: none"><li>• Draw all interfaces and police and thief</li><li>• Further adjust the position of police and thief</li><li>• Plot all interfaces and police and thief</li><li>• Adjust Police and Thief to face right or left</li></ul>	<ul style="list-style-type: none"><li>• Keyboard Inputs</li><li>• Game restarts</li><li>• Compute the path of both police and thief</li><li>• Text buffer and plot text</li><li>• Random text displays</li></ul>

- Devices involved:
  - Monitor/VGA adaptor
  - PS2 Keyboard
  - FPGA board
- Four interfaces:
  - Start interface
  - In game interface
  - Win interface
  - Loss interface
- Start & Restart by pressing Enter
- Thief moves automatically along the path with 1 pixel at a time
- Police moves by typing the correct input shown in the text box on the bottom of the screen
- The text displayed is randomly generated from the paragraph database we implemented
- If the thief reached the final destination, the player lost the game
- If the police touch/catch the thief, the player win the game

Video Link: <https://youtu.be/RaHLnFIXmCs>