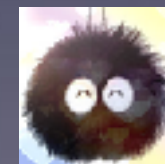
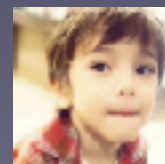


WOW CROW

A SOMATIC GAME ON FPGA

https://github.com/Colin97/WOW_CROW



Features

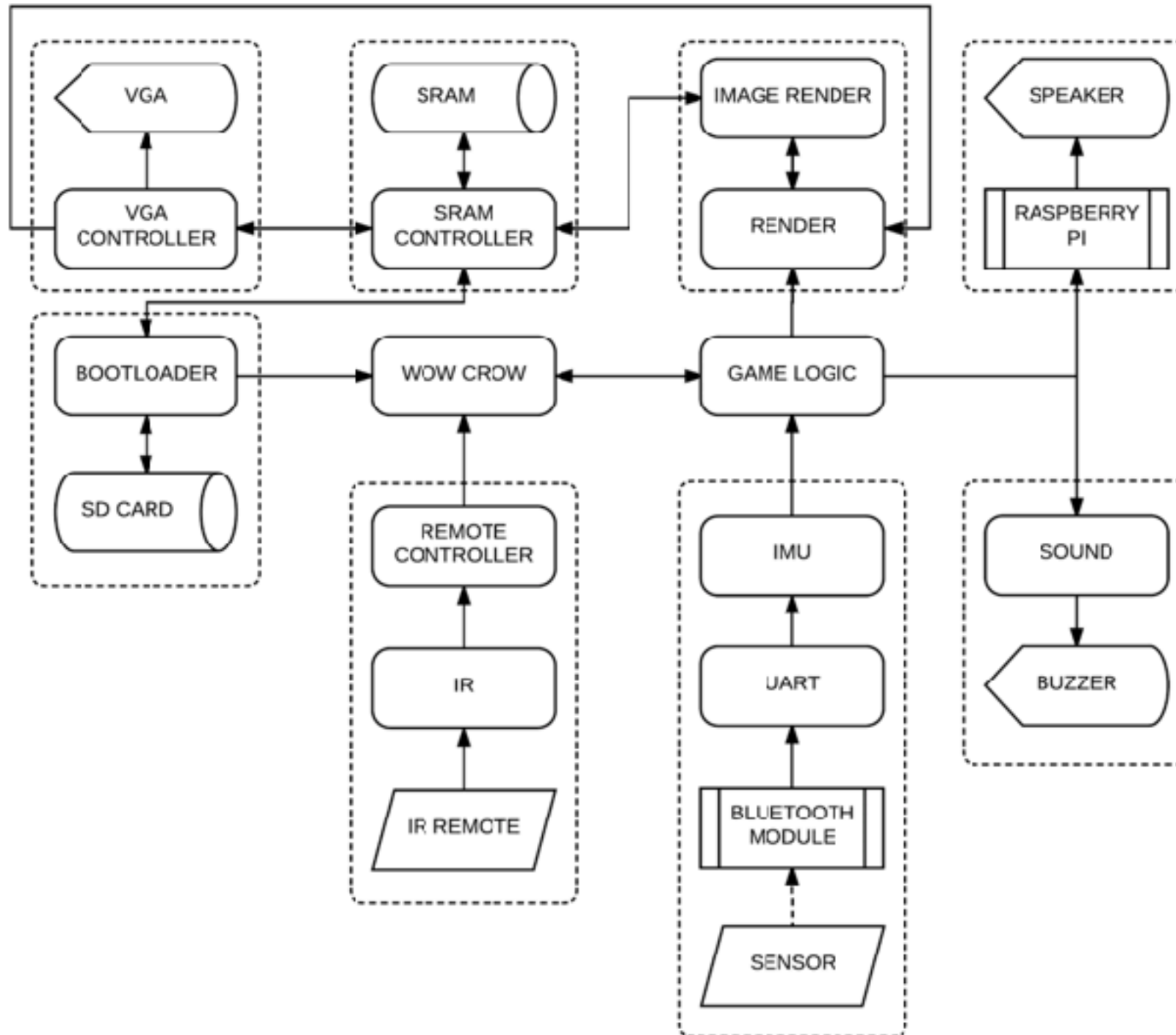
- a somatic game using posture sensor
- smooth animations
- fantastic sound effects with RPi & buzzer
- IR remote control
- excellent game experience
- SD card bootloader (SPI mode) with SDHC support





SHOW TIME

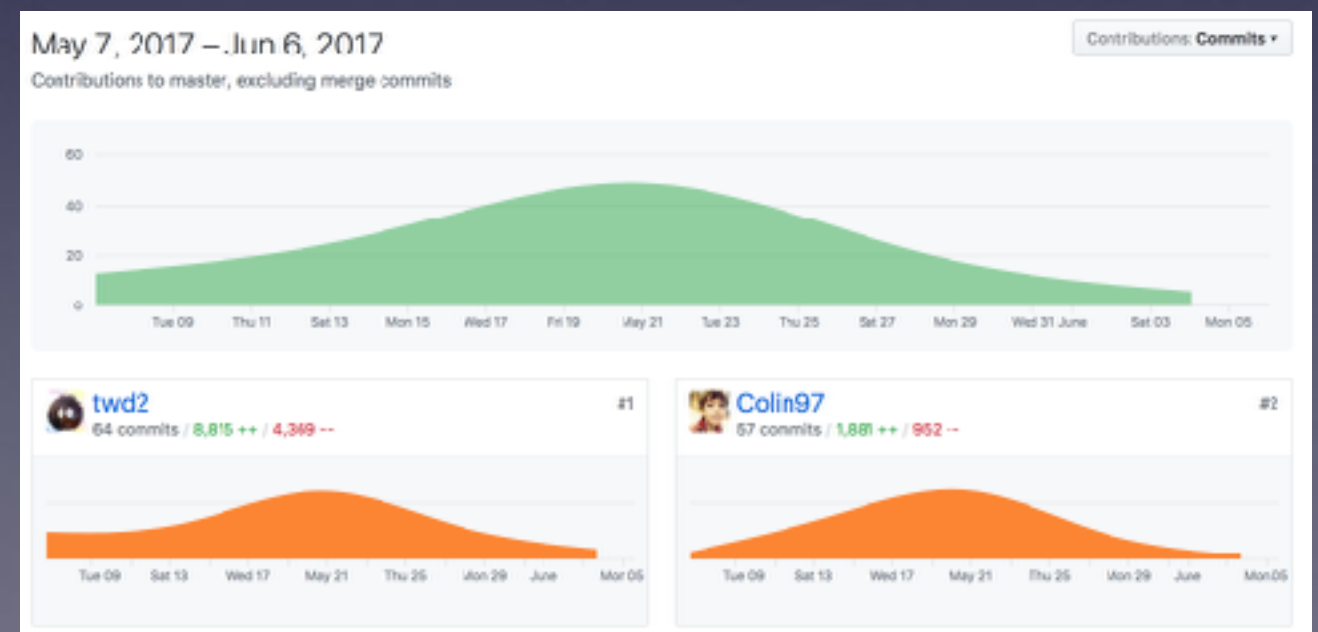
Framework



Teamwork



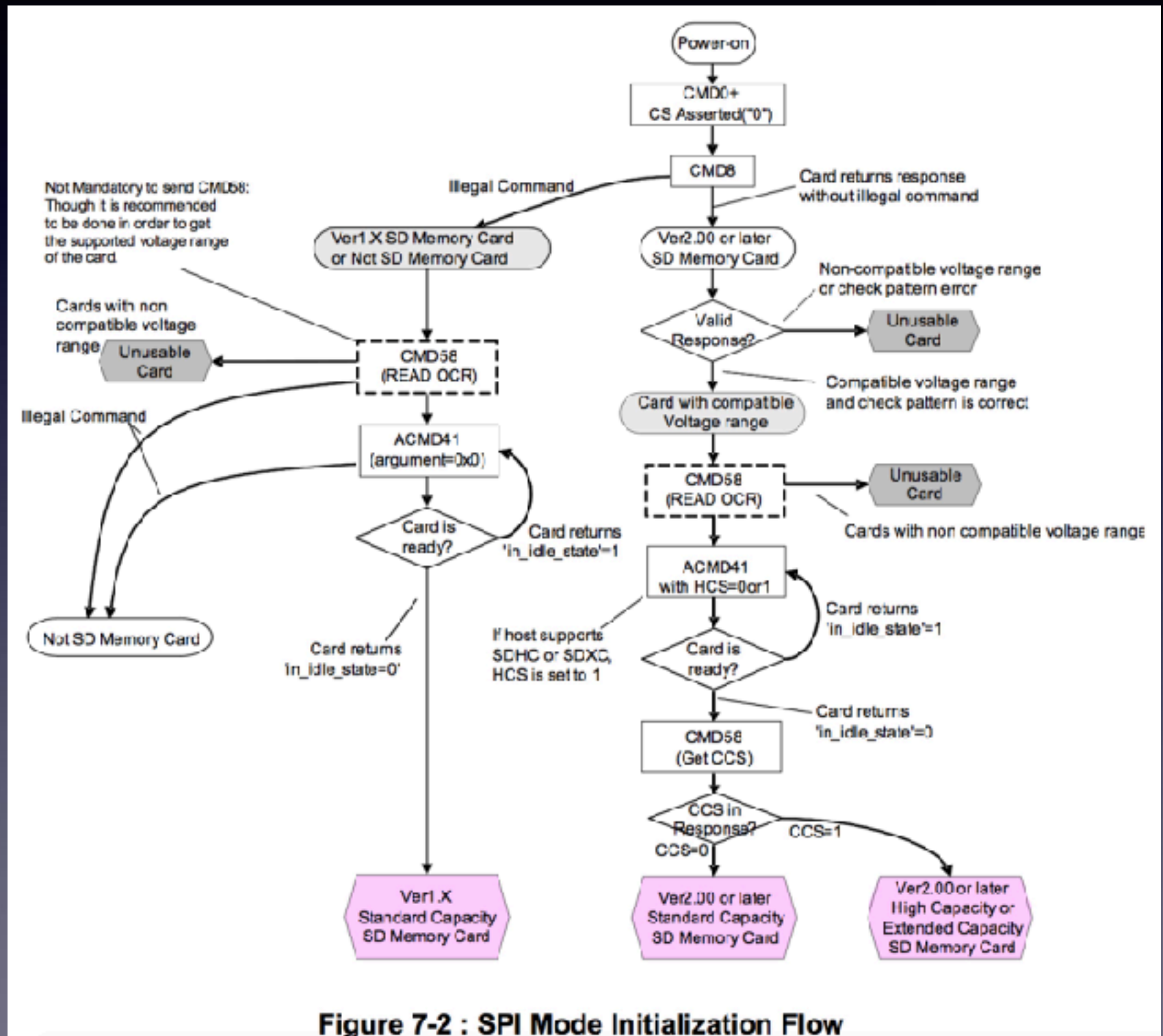
- GAME LOGIC
- RENDER
- IR REMOTE
- SOUND
- BOOTLOADER
- IMU
- SRAM
- VGA



Technical Details

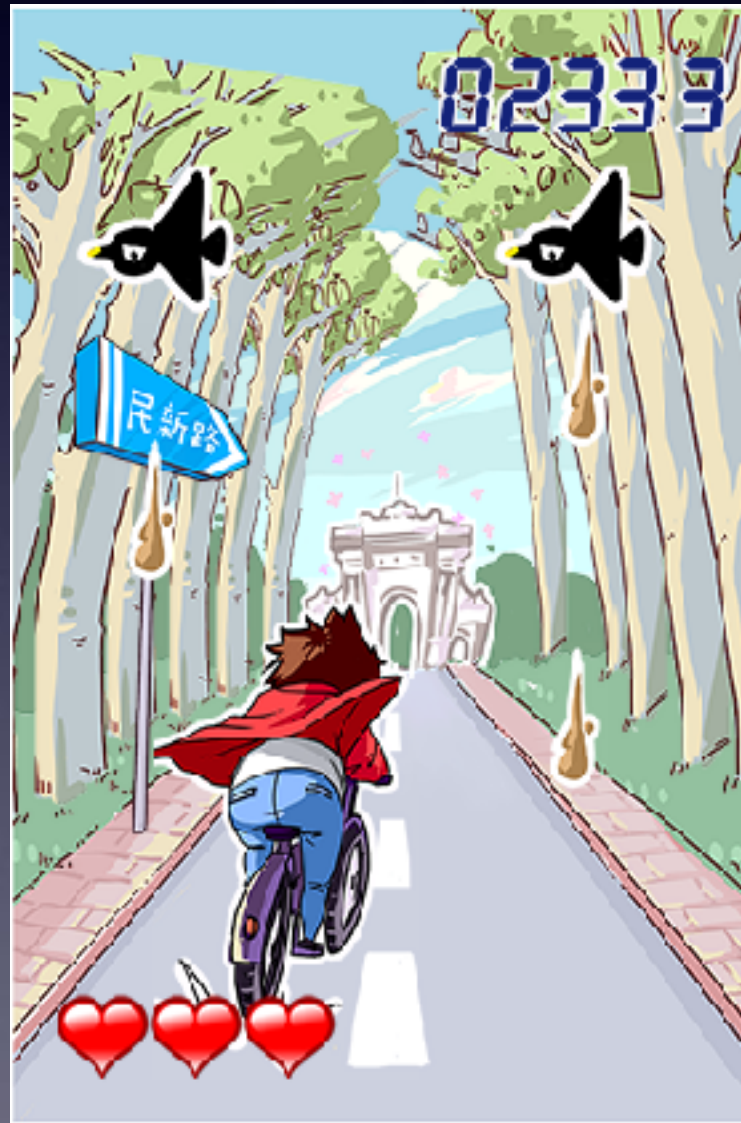
- Bootloader
- SRAM
- SD Card

SDC			MMC		
No	SD	SPI	No	MMC	SPI
8	DAT1		7	DAT	DO
7	DAT0	DO	6	Vss2	
6	Vss2		5	CLK	SCLK
5	CLK	SCLK	4	Vcc	
4	Vcc		3	Vss1	
3	Vss1		2	CMD	DI
2	CMD	DI	1	RES	CS
1	CAT3	CS			
9	DAT2				



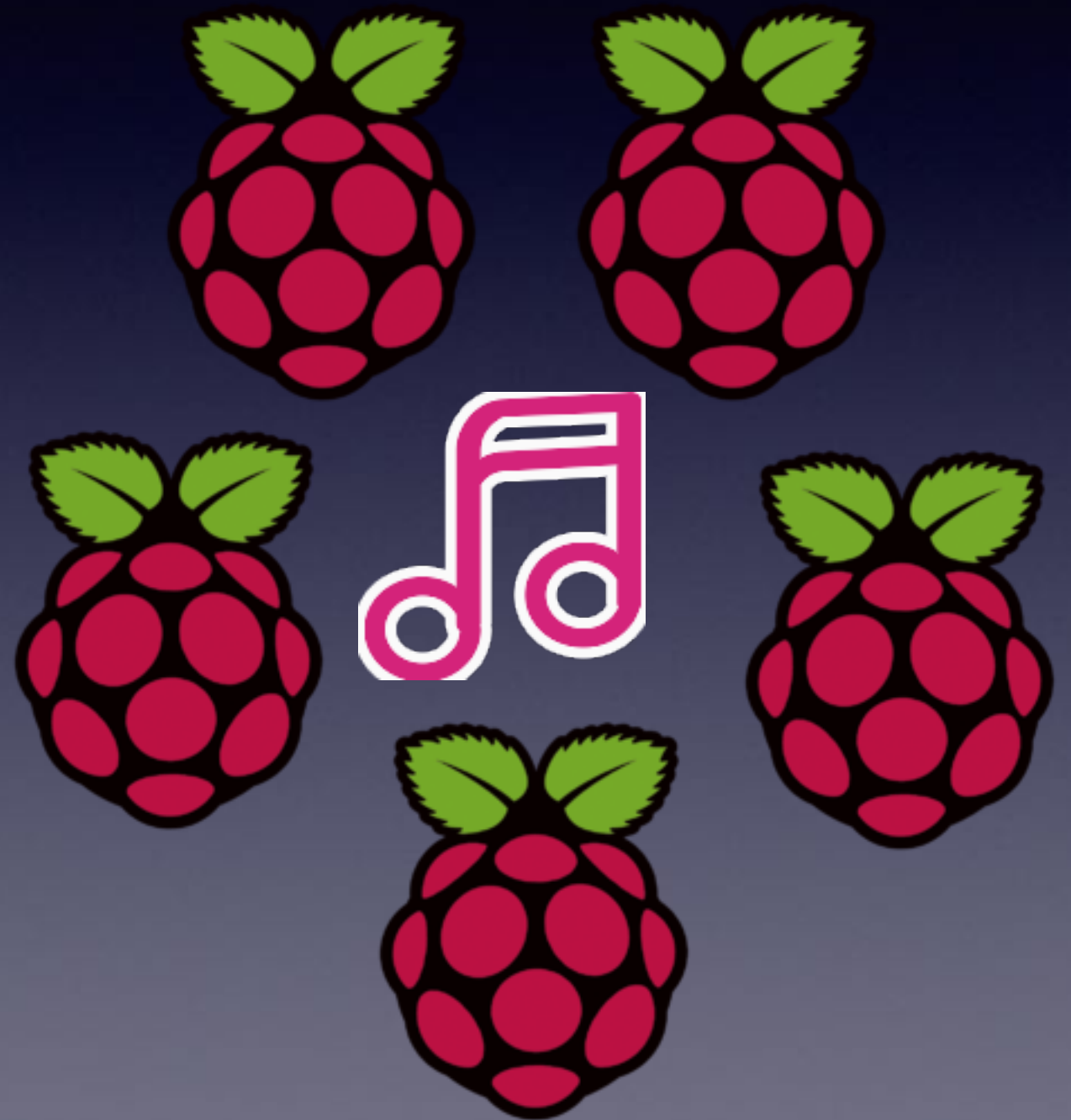
Technical Details

- **Render**
 - smooth animations
 - double buffering
 - SRAM limitation



Technical Details

- Sound effects
 - buzzer
 - raspberry pi



Thank you!

QUESTIONS ARE WELCOMED!