**Feedback intermediate report group 4**

* **Overall**: Nice project and enough complex for the course CPLD.
* **Code** **structure**: Very good starting point. Don’t forget your random number generator in your init. game.
* **Clocks**: On one hand, you will need a random number generator (to generate your columns), thus at high frequency. On the other hand, the clock rate to decode the buttons as well as to make the players travel must not be necessarily high (even tens of Hz might be good). So, I would rather use the fast clock for the random number generator as well as the display handling and the slow clock for the game logic.
* **Hardware**: Your hardware is enough. You would need to use RGB LEDs, to allow for different colors. Such RGB LEDs can take up to 3 pins, which dramatically increase the number of pins you would need for your project. Another solution would be to use 5x7 tricolor LED matrix (I have some, N-Hitec don’t) that I can give you. By doing so, you reduce the number of pins and you have a nice 5x7 box. For the 7 segment displays, you would need to use decoders to reduce the software complexity. I don’t get why you would need switches.
* **Number of pins**: You don’t count the number of pins. So, count your pins and be sure you will be able to realize what you want.
* **Tips to start**: try first to handle the LED matrix by displaying a fixed box. Then, try to assign random colors to your box. After, try to implement one player and interpret the button input. After that implement the one player game. Once this is done, try to implement your two player game. Finally, add all the fancy things you want (score, lifes, pause, accelerating the game, etc.). Don’t hesitate to contact me for further questions.
* The English is good.