

Project Proposal

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Refining our Plan:

- We feel like our initial proposal was very much on the right track, we have decided to focus on how we are going to begin working to solve some of the issues we have foreseen.
- We plan to use VGA display to develop the application on an Altera DE2 board.
- Our initial plan on how we are going to separate the issues is seen below.

Names	Initial Items to Work On	Sections to Focus On
Jonathon Davis	Interfacing the display	Sectioning off the main game in order to begin working on separate parts
Hongting Wang	Interfacing the keyboard	2 groups, each one uses 4 buttons to control down, up, left, right. Button "S" --Start game Button "E" --End game Button "R" --Reset game Button "O" --Operation

- We will test the game and improve that to obtain a smoother operate experience.

Time: Monday & Tuesday from 10:00am to 2:00pm

Week 1: work on writing codes

Week 2: draw the block diagram of system

Week 3: test the game and finish the report of the project

Idea:

- Based off of the idea of the game pong, we decided to create a simple game of football.

- Our game would have both players have 4 directional controls from the keyboard giving them the ability to move their character.
- The game is won by the person with the ball avoiding being touched by the other player and making it to the opposing side of the screen.

Issues to overcome:

- One issue we will have to solve is how to set up the display screen to interface with the fpga.
- After solving that issue we will need to solve a similar issue with interfacing of the fpga and a keyboard in order to control the football characters.
- After these initial problems have been taken care of we will need to figure out a way to solve the actual problems within the game, such as
 - Showing that one character is in control of the ball
 - Knowing when the offensive character is touched by the defensive character
 - Knowing when the offensive character reaches the edge of the screen (or window)

Labor:

- At this point our plan is to split up the interfacing issues and work on coming up with solutions.
- We will then decide how we want to split up the work on the actual game itself.