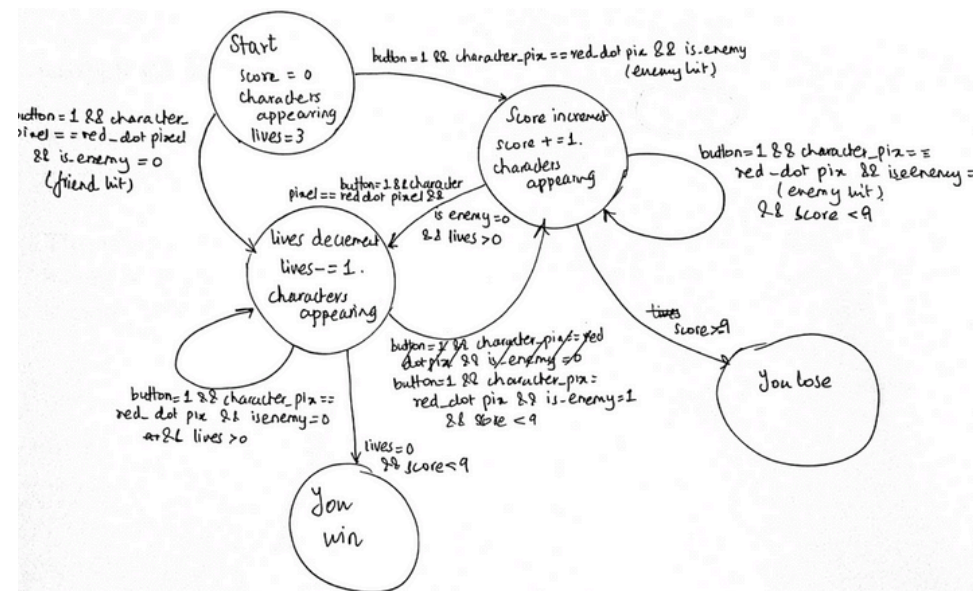


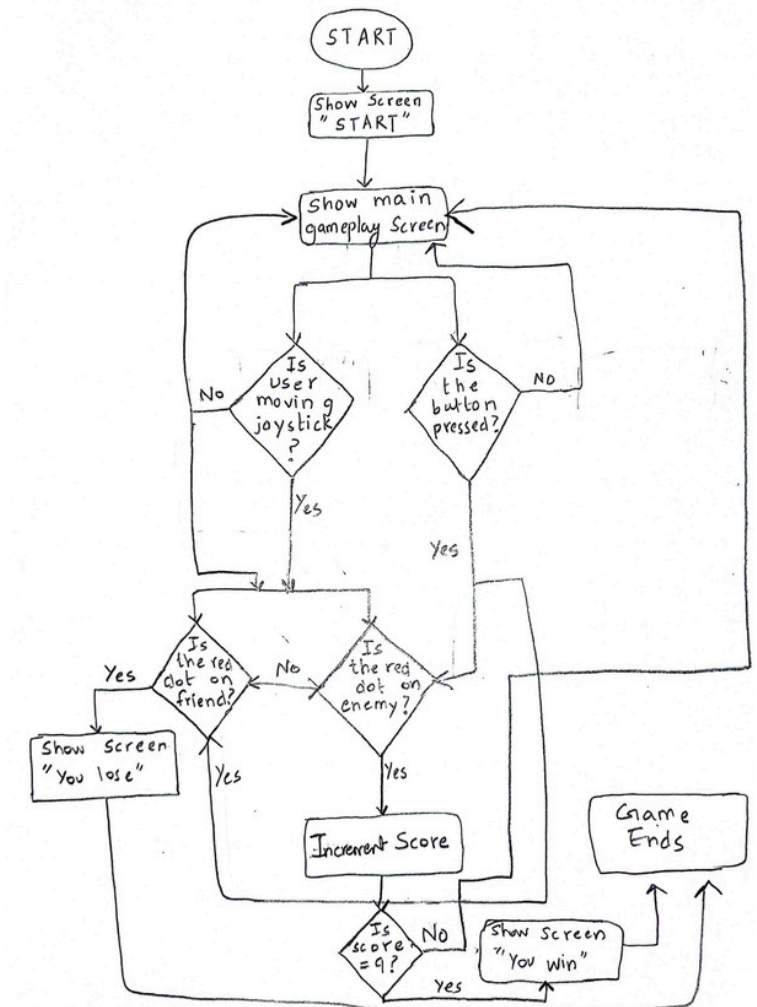
Introduction

- Project: Shooting game implemented on an FPGA board
- Input Devices: Joystick for movement, button for attacking
- Output Device: VGA screen
- FSM Type: Mealy Machine (dependent on both input and current state)
- Gameplay: Score increases upon hitting enemies, game over if friend is hit

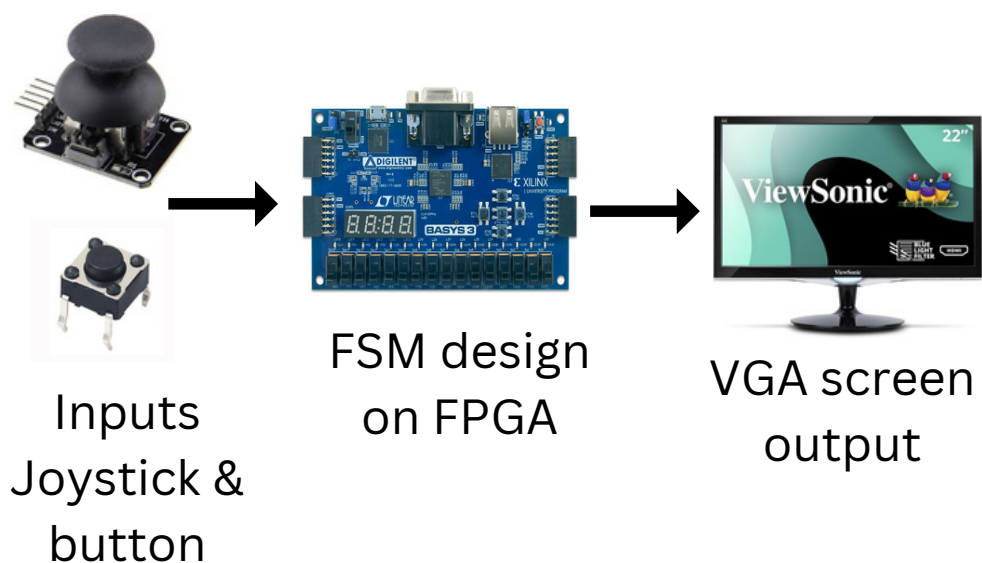
State Diagram



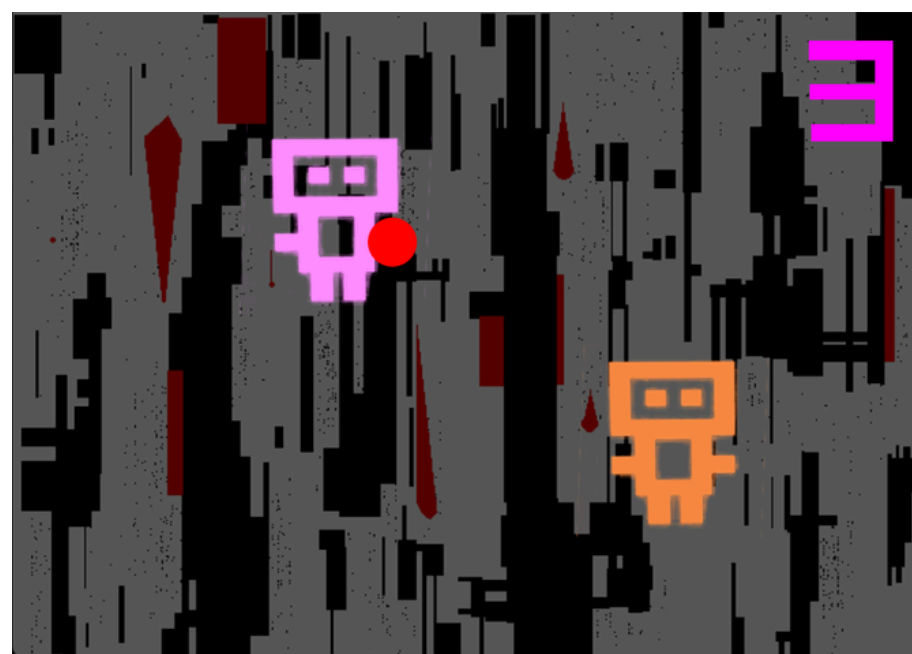
User Flow Diagram



System Diagram



Results



Hardware Resource Utilization

