

# گولی مار

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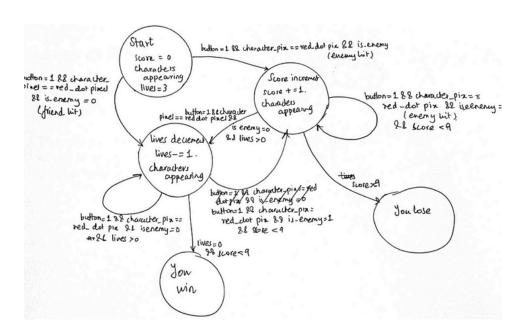
**Vishal** 

#### Introduction

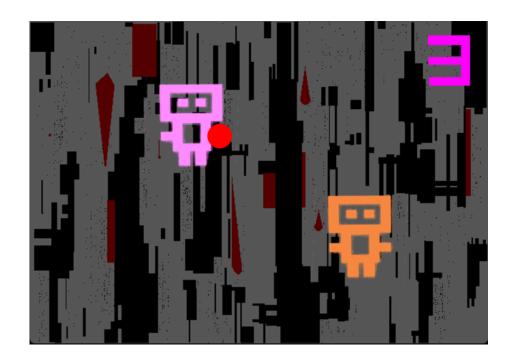
- Project: Shooting game implemented on an FPGA board
- Input Devices: Joystick for movement, button for attacking
  - Output Device: VGA screen
- FSM Type: Mealy Machine (dependent on both input and current state)
- Gameplay: Score increases upon hitting enemies, game over if friend is hit

System Diagram

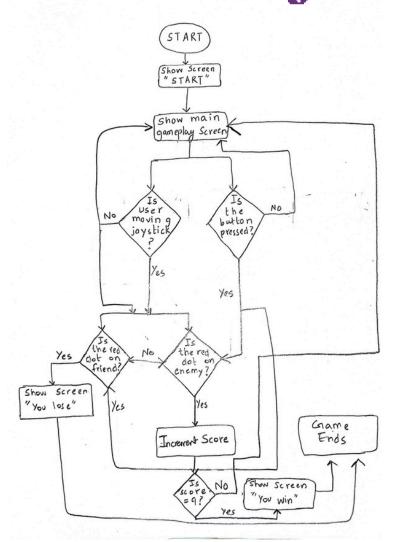
## State Diagram



# Results



### **User Flow Diagram**



# ViewSonic ViewSonic

Inputs
Joystick &
button

FSM design on FPGA

VGA screen output

#### Hardware Resource Utilization

