

# Read me for ECE385 final project:

## Instructions:

On FPGA:

Key0: reset the game,

Key1: start playing the game,

On USB keyboard:

W,A,S,D controls the movement of the Pacman

Up, Down, Left, Right controls the movement of the white ghost

To run the project, compile the project with **top-level lab6.2** on Quartus and program the FPGA, when run the eclipse file for USB keyboard peripherals.