CSC258 Project Proposal Submission

This is the submission form for the CSC258 project proposals. Make sure that you fill in all of the information that is requested in the spaces below. Remember that the TAs will be using this information to look you up and evaluate your project milestones in the lab, so please be specific, be clear, and be concise in your answers.

Note: Only submit one proposal per team, not one per person. Make sure you have your partner's email and student number entered correctly, or they may encounter difficulty receiving notifications and/or marks. Students must work in pairs on the project. Anybody who submits a proposal without a partner will have one assigned to them :)

*Required

Team Information

Your First Name *

Yuchen

Your Last Name *

Fan

Your Student Number *

1003800265

Your Email Address *

Your Partner's First Name *

Junming

Your Partner's Last Name *

Zhang

Your Partner's Student Number *

(make sure you get this right!)

1003988982

Your Partner's Email Address *

(make sure this one is right as well!)

junmingpeter.zhang@mail.utoronto.ca

Project Milestones

What is the title of your project? *

(e.g. Laser-Triggered Music Box)

Running Dog

Provide a one-paragraph description of your project. *

The running Dog need to cross barrier over and over again.

What will you accomplish for the first milestone? *

(Advice here: Pretend that you're designing Lab 8 around your project idea, in keeping with the difficulty level of the previous labs. Try to be specific and detailed in describing the components that you will complete. Don't say that you'll "think about" or "plan" or "design" something. Assume your project can be developed in three independent parts, what you write in the space below should outline the components of the first part. Make sure to describe a full lab's worth of work, including the evidence of your work that you will provide to the TAs to justify getting the full marks for this milestone.)

Achieve the score counter for the game, which is a count-up counter to count the score of living time. And move the background so it looks like the dog is running, but actually the dog stays at a fixed spot. Set the barrier so that the game terminates if the dog encounters the barrier. Also show the game process on the screen.

What will you accomplish for the second milestone? *

(similar advice as above, but for the second part of your project)

Achieve the jump and kneel down of the running dog to cross the barrier, which is applied by keyboard input, also set a timetable to speed up when the dog live after each time standard in this table. This part should be the hardest milestone.

What will you accomplish for the third milestone? *

(don't say "everything" just because this is the final milestone; describe the final components instead, and exactly what the TAs should expect to see)

Make the barrier appear randomly and distribute properly. Debug the whole design and also consider to add some cool features.

Project Motivations

How does this project relate to material covered in CSC258? *

We have the ScoreCounter according to Clock.
We use the multiplexer to decide whether the dog need to jump or kneel down.
We adjust the ClockCounter to control the speed of running dog(not decide yet).
We should create the barriers randomly(but we haven't considered how to achieve it).
We could use the shift Register to shift the pixels to show the movement of running dog(It may be changed later).
We use FSM to decide whether the dog move normally, what will happen when the dog encounters a barrier.

What's cool about this project (to CSC258 students and non-CSC258 students)? *

We could use the function of Java or python to achieve the movement of whole image easily. But in CSC258, we need to consider how to move each pixel by the shift register which is designed by ourselves on hardware level.
And we have to explore how to use the keyboards to provide the inputs in Verilog and how to output Verilog running results to the screen.

Why does the idea of working on this appeal to you personally? *

When the Chrome is loading the websites without network, there is a game in which dinosaur is running forever.

SUBMIT

Never submit passwords through Google Forms.