

Project Update

Karen:

Tasks already completed:

- Successfully debugged player movement module and tested PS2 keyboard and basic player movement
- Mapped out ghost movement and hardcoded .mif files to store ghost coordinates

Tasks to be completed:

- Complete the ghost movement by reading the .mif files into the ghost movement modules
- Finish scoring system and collision logic

Ken:

Tasks already completed:

- Draw the player (the yellow “duck”)
- Draw the food dots
- Create the .mif files for the food and the duck, bg_image
- Setup the testbench.tcl, testbench.v, wave.do files, for debugging on the ModelSim
- Wrote the Python program to convert the .jpg/.png picture to the .mif file, with custom width and resolution
- Downgrade the resolution and tailor the color bits to fit the chip memory

Tasks to be completed:

- Transplant the `draw_maze` module into the new project
- Center the game scene

Tasks completed together:

- Create a new project for milestone 2
- Planned out the timings and modules
- Planned out the architectures of the FSMs and integrated the basic code from Milestone 1
- Write those sub-modules
- Use a canvas to store the temporary screen on the on-chip-memory

Tasks to be completed together:

- Fix and test the animation
- Debug the project

The



