RANDOM 4 BİT GENERATOR

-0-15 all numbers

RANDOM 2 BİT GENERATOR

-0-3 all numbers

DETECT SHOOT_BUTTON

RANDOM ENEMY GENERATİON

WHEN WE SHOOT NEW ENEMIES GENERATED AFTER A PERIOD
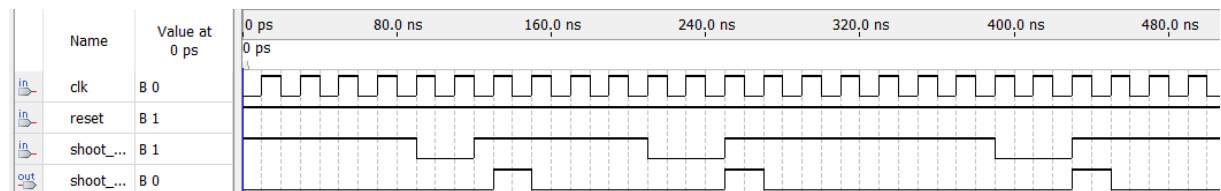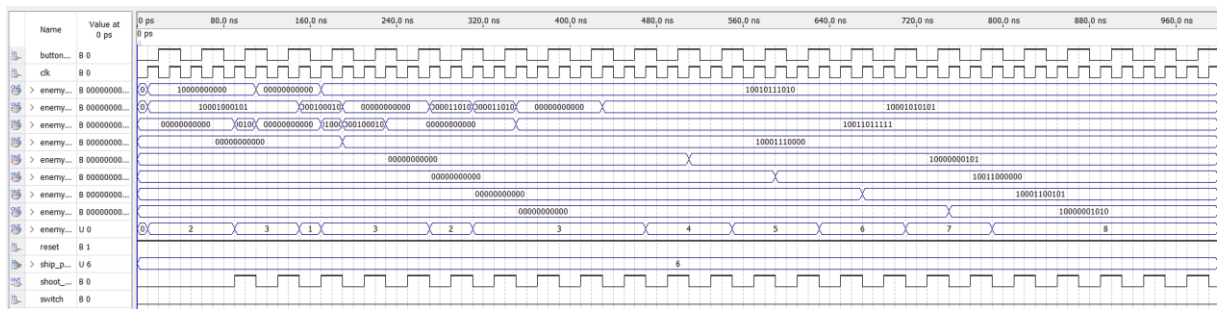
After seperated module for possible adresses
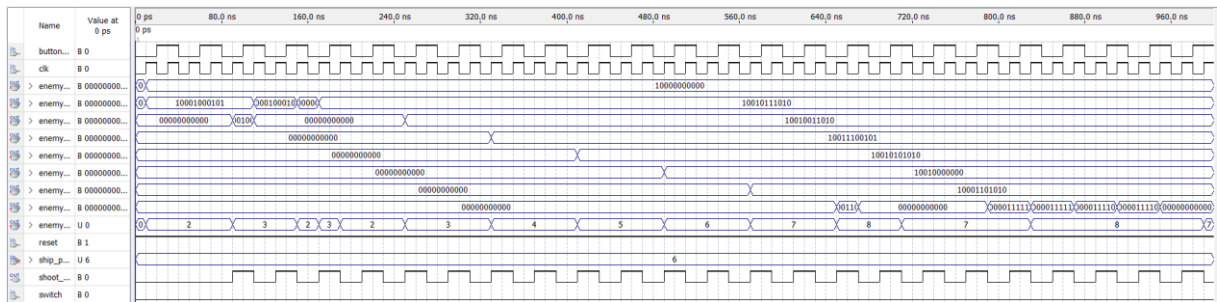
When the game is over, the new game starts with reset button push.
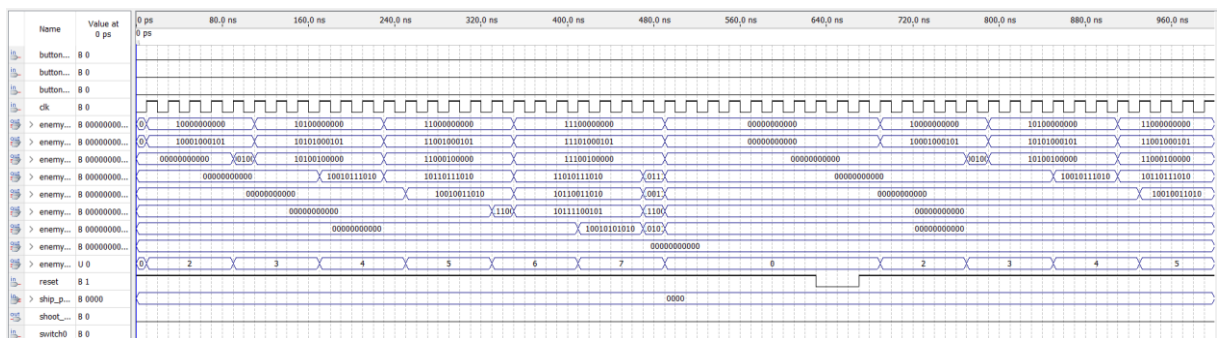
When we push reset button the new game starts.
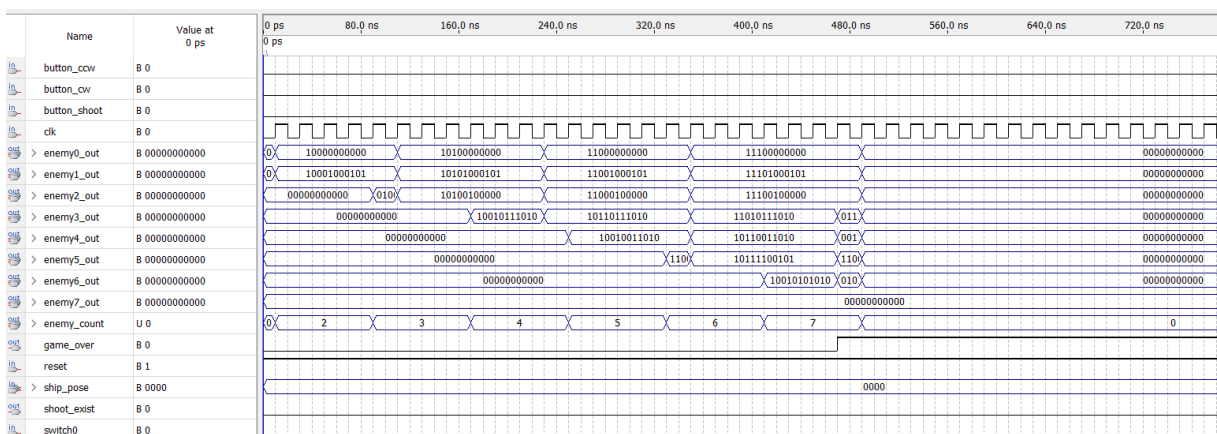
*Player gains points(==enemy_type+1(1,2,3,4)) when the enemy is killed, not it is shot.

MOVE period is increased.I checked enemy address, ship_pose

When score is bigger than END_SCORE(1 here) parameter game is over when switch==1.Score stays same until reset is pushed.

switch==0

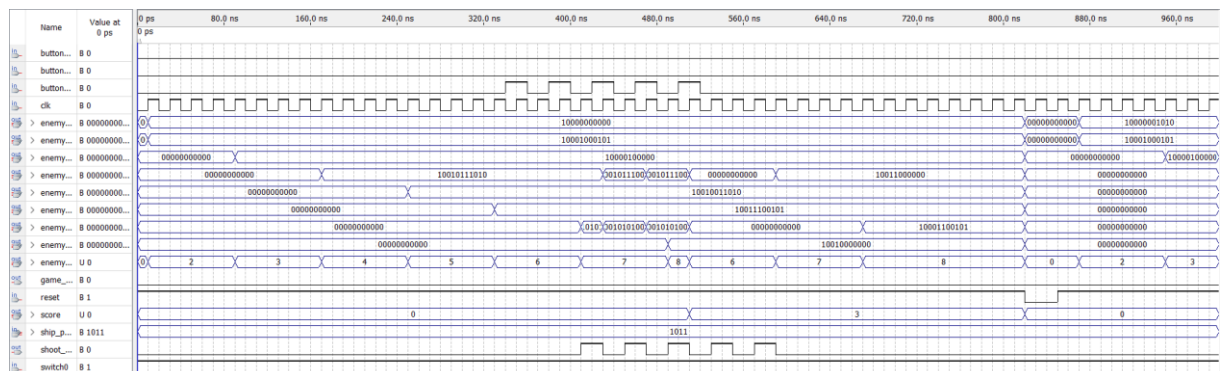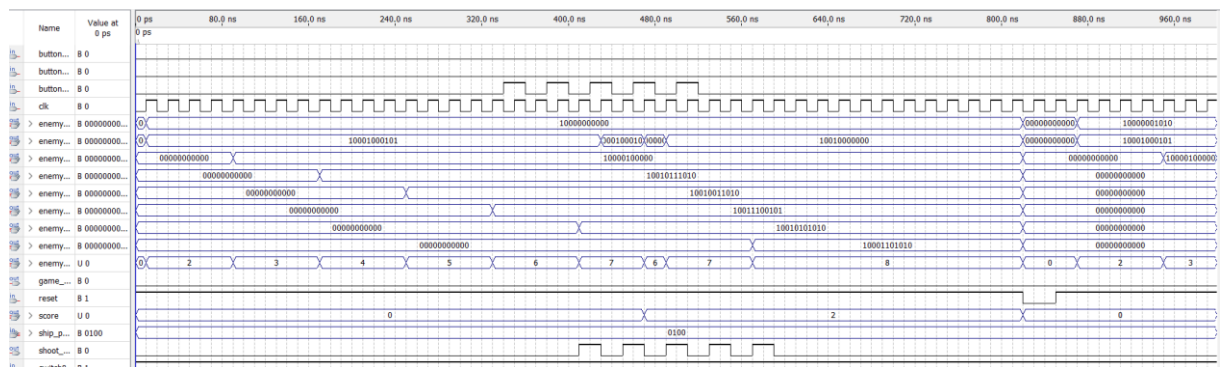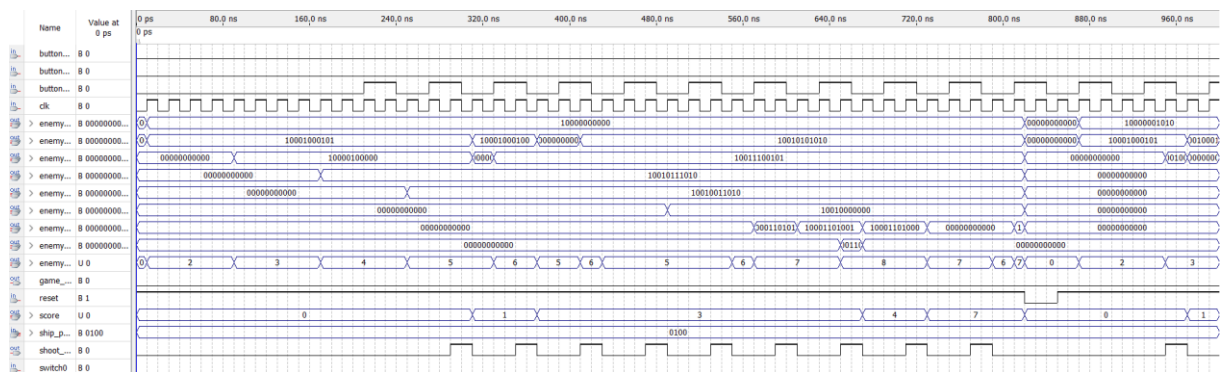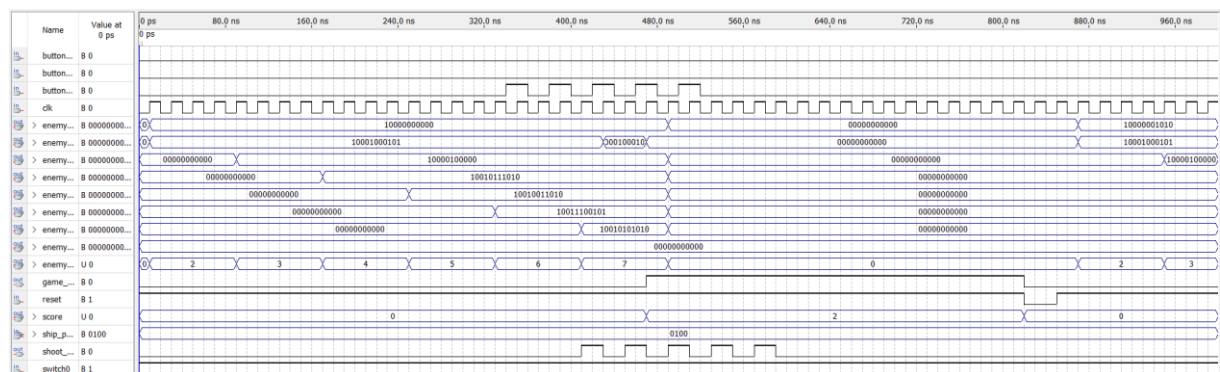| Name	Value at 0 ps	0 ps	80.0 ns	160.0 ns	240.0 ns	320.0 ns	400.0 ns	480.0 ns	560.0 ns	640.0 ns	720.0 ns	800.0 ns	880.0 ns	960.0 ns
button...	B 0													
button...	B 0													
button...	B 0													
clk	B 0													
enemy...	B 00000000...	0	10000000000				00000000000				10000001010			
enemy...	B 00000000...	0	10001000101			000100010		00000000000				10001000101		
enemy...	B 00000000...	00000000000		10000100000			00000000000						10000100000	
enemy...	B 00000000...	00000000000			10010111010			00000000000						
enemy...	B 00000000...	00000000000			10010011010			00000000000						
enemy...	B 00000000...	00000000000			10011100101			00000000000						
enemy...	B 00000000...	00000000000			10010101010			00000000000						
enemy...	B 00000000...	00000000000												
enemy...	U 0	0	2	3	4	5	6	7	6		0		2	3
game_...	B 0													
reset	B 1													
score	U 0			0			1		3				0	
ship_p...	B 0100						0100							
shoot_...	B 0													
switch0	B 0													