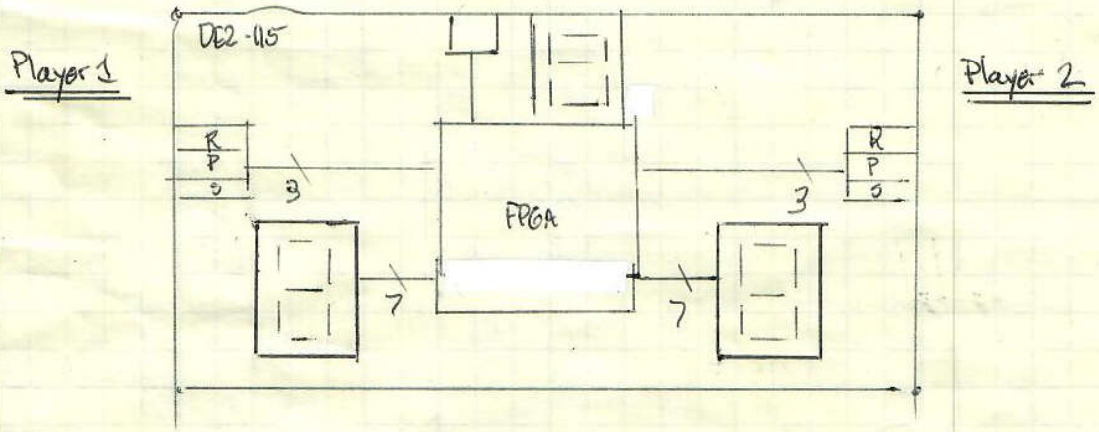
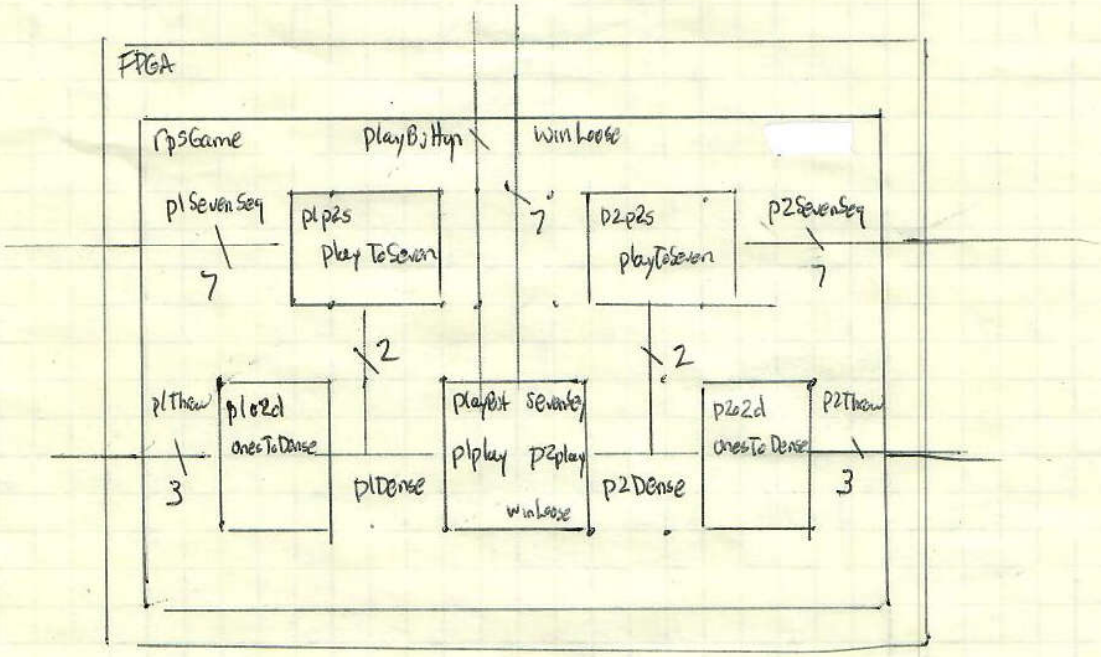
Rock, Paper, Scissors

- 2 player each "throws" a play
- Circolar rule for win, loose or draw





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* Create module interface & internal logic

```
module onesToDense ( throw, play );

    output wire [1:0] play;
    input wire  [2:0] throw;

    <stuff>

endmodule
```

* Instantiate modules

```
module rpsGame(plThrow, ... );

    input wire [2:0] plThrow;
    wire [1:0]       plDense;

    onesToDense  pl2d (plThrow, plDense);

endmodule
```

- names outside module may be different inside module
- logic inside module cannot "see" signals outside.