Things to do:

* Nadhir add another enemy.
* Nadhir Update game\_controller to pulse hit between enemies and blast. This pulse should connect back to the enemies block to kill them, and to the score block to add score.
* Nadhir Add main menu music
* Yoav Fix controls screen to display correct controls when mode\_sel == 1; (consider using a filter module used in the metadata called “TwoPlayerMetaDataFilter”.
* Yoav Decide on Blue Player’s spawn point to be opposite of Red Player.
* Nadhir Change player bit map to be more efficient.
* Discuss gameplay-wise design: where to place walls, enemies, power-ups, objectives, using layout\_sel[3..0] signal we can:
  + Select power ups
  + Select enemies
  + Select door and idol
* Discuss about mine in the lab.

Together:

* Complete project report, create a PowerPoint presentation.
* Themes:
  + Indiana’s Jones
    - Indestructible walls - stone walls
    - Destructible walls – wooden boxes
    - Bomb – dynamite stick
    - Enemy – rock boulders
    - Player - cowboy
    - Background – cave dungeon
    - Winning item – find the golden idol