

ECE 241 Digital Systems

Final Project

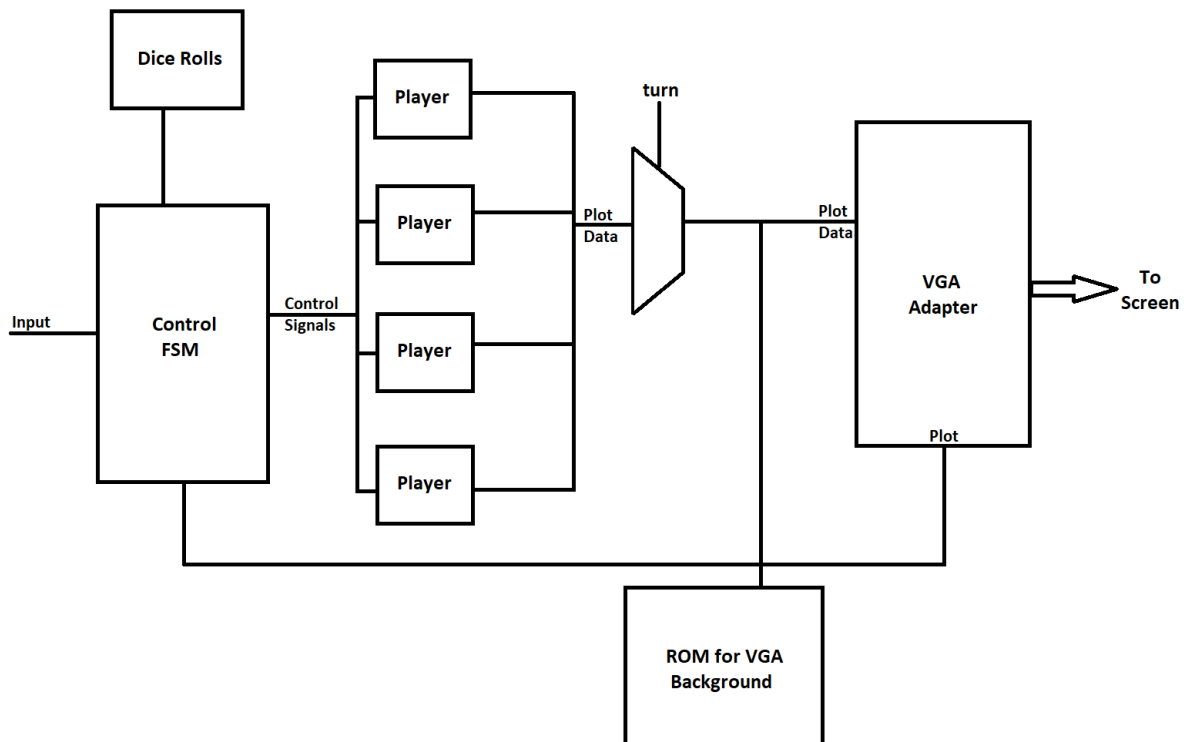
(Brief Overview)

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Description of Project:

- A board game played on a Monopoly-like board.
- Each player turn-wise moves around the board cyclically collecting points.
- After all players complete all objectives, player with highest points is declared the winner.

Block Diagram:



Milestones:

- **Week 1:** Implement random dice rolls. Have sprites of the players that move correctly across the screen (mimicking the movement on a monopoly board) and according to player turn.
- **Week 2:** Store, update and display each player's score as play progresses. Also record each players' progress to game completion.
- **Week 3:** Replace board key inputs with keyboard controller. Final working version of the game.