Implementing buttons causes all draw functions to cease.

Implementing buttons required an else statement but the else statement would mess up the button register. Whatever button was on the last elsif case would act as an else if a different button was not being pressed.

Different sized screens made testing at home difficult.

Differences between ratSim and VHDL made debugging difficult, never knew if it was an implementation thing or an actual error.

Tedious to click through ratSim to debug graphical errors.

Tedious waiting for bitstream generation

Was nice that there was so much material available and instructions for implementation were easily available. Well documented example code was a lifesaver.