

```
1  `timescale 1ns / 1ps
2  ///////////////////////////////////////////////////////////////////
3  // Company:
4  // Engineer:
5  //
6  // Create Date:      16:34:31 05/23/2016
7  // Design Name:
8  // Module Name:      endOfGame
9  // Project Name:
10 // Target Devices:
11 // Tool versions:
12 // Description:
13 //
14 // Dependencies:
15 //
16 // Revision:
17 // Revision 0.01 - File Created
18 // Additional Comments:
19 //
20 ///////////////////////////////////////////////////////////////////
21 module endOfGame(
22     input [3:0] sw,
23     input [3:0] round,
24     input [3:0] level,
25
26     output endOfGame
27 );
28
29 assign endOfGame = (sw == round) & (level == sw);
30
31 endmodule
32
```