

# FPGA HDMI BILLIARDS GAME

## How to set it up?

- 1) Open the project with Vivado.
- 2) Click "Generate Bitstream".
- 3) Wait for it to finish.
- 4) Export hardware (include bitstream).
- 5) Launch SDK.
- 6) Comment out all the contents of auto-generated "objectbuffer.c".
- 7) Compile it.
- 8) Program FPGA.
- 9) Run it!
- 10) ???
- 11) Profit.

*P.S.: An already generated bitsream is included within the project. So alternatively, you can just open the project, launch SDK, program FPGA, and then run it.*