**Milestone 1:**

**Timer**:

**A screenshot of a video game

Description automatically generated**

Timer – takes two signals as input (reset, is\_game\_over) – if is\_game\_over signal is 1 then the timer value for hh:mm:ss is held, else the timer continues until reset is set or the game is over. Is\_game\_over signal is controlled by the FSM depending on the game board state.

FSM:

State diagram (rough)

A diagram of a computer system

Description automatically generated