

Project Name : Pokemon RYB on FPGA

Project Details :

Implement the fighting part in Pokemon Red/Yellow/Blue on the Basys 3

FPGA

USE VGA display and additional control

Topic & cover : Finish the cover scene & scenes transition

Basic : Complete fight scene(no special effect like skill animation or screen shaking) and attack functions

Advance : Allow choosing multiple pokemon and fighting on two board

Final (hope) : Fully reproduce the pokemon fighting system of the original game



cover



Battle scene

Estimated cost :

Controller : Keyboard(\$0)

Jumper * 30(\$200)

Speaker (\$300)

Monitor : Already got one

Schedule

