CS210 Computer Architecture

Mini Project Phase II

Task :

The objective of this mini project is to enhance concepts in computer architecture by designing a game. Your game should include a clear objective, gameplay mechanics, and an engaging storyline or theme. It uses input/output mechanism available in the given boards. Game should run on one of the boards DE1-SOC or DE10-standard or DE0-CV . You can assume VGA monitor as one of the outputs.   Ensure your code is well-structured, commented, and follows best practices. Test your game thoroughly to ensure it functions as expected in the simulator https://cpulator.01xz.net/. Focus on creating engaging game play mechanics that challenge and entertain the player. Then test on real board Submit your code and video demo with description in the given submission platform along with a brief report.

Sample-demos:

https://drive.google.com/file/d/1scF4ZB799TDtztF3xaJdGhVhvTfkDj_H/view?pli=1

https://u.pcloud.link/publink/show?code=XZSaiF0ZVWePPcGmRimL2B4FsEfPPY431GEk

 Details- Graphics, audio, IPC

http://www-ug.eecg.utoronto.ca/desl/nios_devices_SoC/dev_audio.html

http://people.ece.cornell.edu/land/courses/ece5760/DE1_SOC/HPS_peripherials/univ_pgm_computer.index.html

Submission:

Demonstrate   your game and also make a submission as above. **Due on 20th April 2024**

https://u.pcloud.com/#page=puplink&code=b3vkZvSUeySRSzXpAIs1xndbot8duvPD7