Rhythm Master

——A game on BASYS2 platform

Weiming Bao(5140219191)

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Design & Structure

① on/off

② pause

③ LED(button)

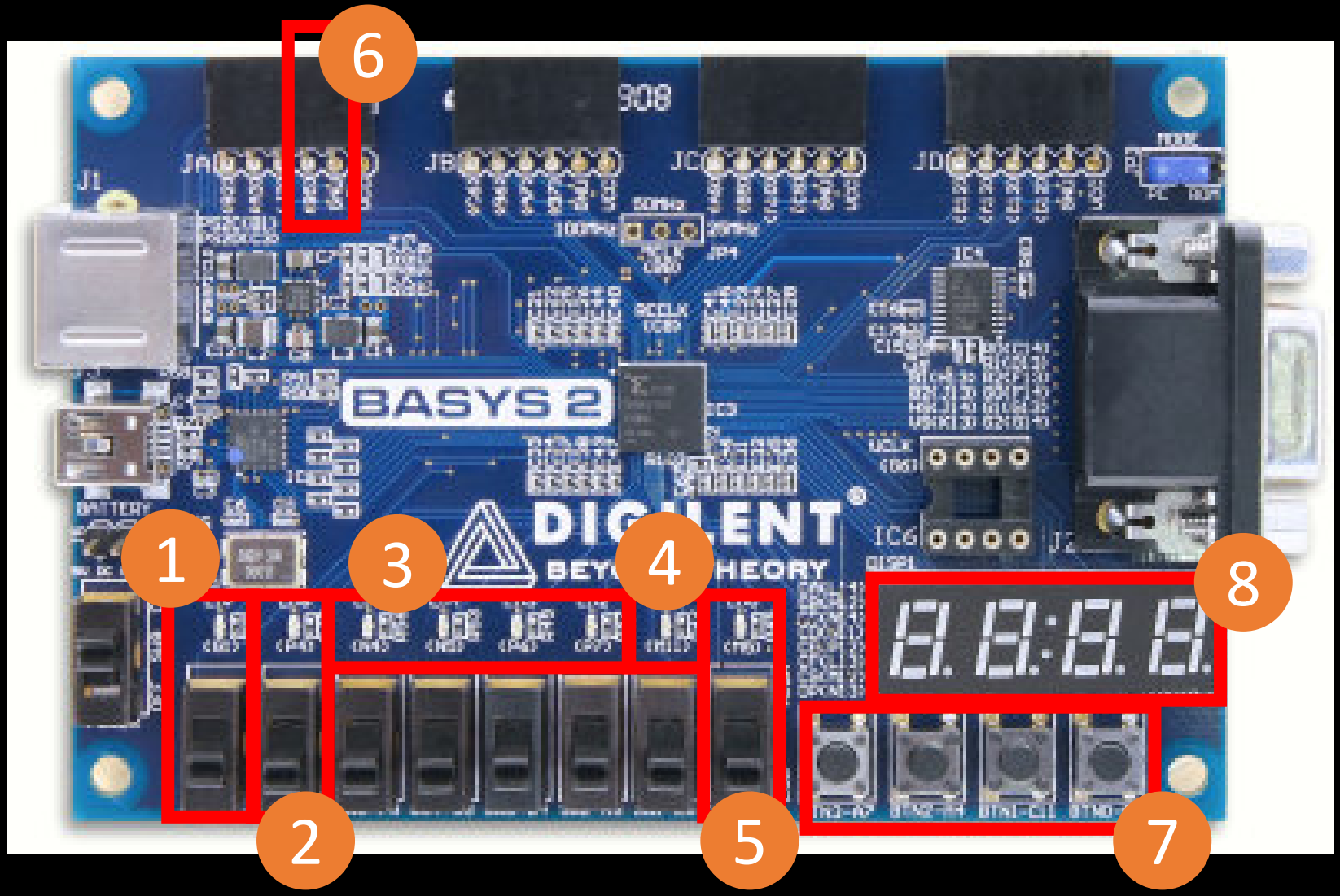
④ end(signal)

⑤ reset

⑥ beep

⑦ button

⑧ digital display



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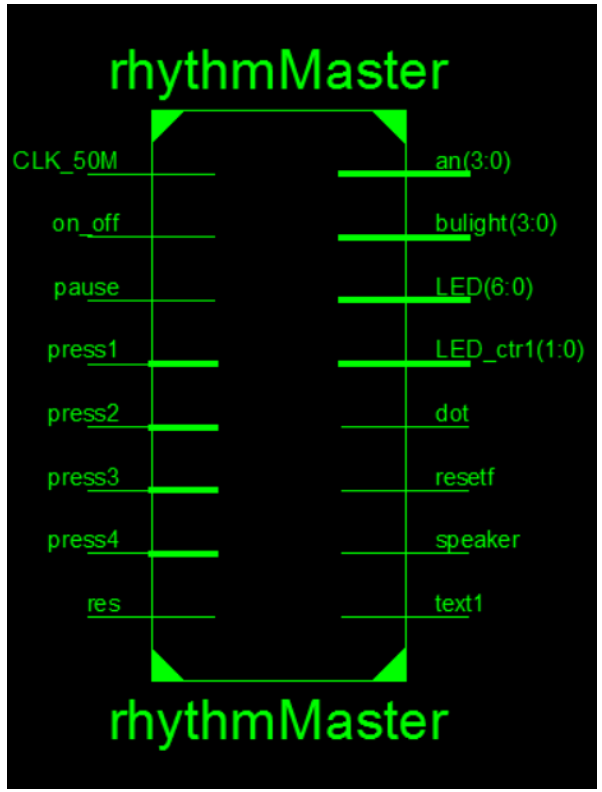

Top-level Schematic

Modules:

① ctrl

② digi_Display

③ freq_divider

④ beep_driver

⑤ digi_trans_sub

How to play ?

- Arbitrary digits will turn on, seg-by-seg, with BGM
- Push the corresponding button when the 7th segment's on
- Make it → gain 1 point ; Mis-push → lose 1 point
- The score is shown at the end of the music
- Pause/Reset anytime you want
- A little tough (negative score possible!)

Video Demo

Rhythm Master

Thanks !

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