

Garbage Eater – CSC258H1 Project

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Description:

This is a VGA game, which is controlled by the keyboard. We got the idea from the traditional game – Snake.

Top Level Name: garbage_eater

Project Design:

- Modules:
 - combined: which is the main module to control the garbage_eater and the garbage.
 - random_x_counter: to produce the random coordinate x.
 - random_y_counter: to produce the random coordinate y.
 - random_colour_counter: to produce the random colour (although it does not work well).
 - datapath: the actual code that draw the VGA and implement the game.
 - restart: restart the game.
 - control: to control the signals to decide which state will go.
- Verilog That was not created by us:
 - vga_adapter
 - vga_address_translator
 - vga_controller

- vga_pll
- keyboard_tracker
- PS2_Controller
- Other Resource:
 - Snake by Sina Ghaffari and Albert Calzaretto. Retrieved from <https://www.youtube.com/watch?v=Whid2Q6af9Y&feature=youtu.be>
Used for idea.