Attribution Report

	Cathy Zhang	Irving Wang
Code for game logic	Add more features such as collision detection, reset values, .etc..	Wrote the 1st version, debug, and optimised the final version.
Code for setting up hardware	Ran the code on the actual DE1-SoC board and found several bugs. Fixed all the bugs and optimised the performance of the code.	Wrote the code for pushbutton interrupt, hardware initialize and reset.
Code for displaying	Found an useful website to convert images into 2-D RGB arrays. Wrote functions for displaying different objects, such as player, trucks, using the C array converted by the website.	Wrote basic functions such as draw_pixel, draw_line, draw_rectangle, wait_for_vsync, etc.. Also optimised the function for displaying the rolling background.
Game functions	Ran the code on CPUlator and found several bugs. Fixed all the bugs and optimised the performance of the code.	Wrote helper functions that get called by the main function, such as process_input(), update_game(), initialize_game(), etc..
Images	Drew all the images used by the game.	Watched Cathy drew all the images ☺

Our game is a simple version of subway surf. To play the game, just compile and run, the game will start. Press KEY0 to move right, press KEY2 to move left, and when you crashed into the trucks, press KEY3 to restart.