数字逻辑设计 2019/2020：Final Project

王跃明老师

Game Design: Finger Dancer

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1. Abstract

The following report presents the final project for the course “Digital Logic Design”, taken in the fall and winter semester of 2019-2020. We chose to create a finger dancing game, where the player needs to recreate the pattern generated by the circuit in a given time frame. The game is implemented on the SWORD board, and only requires the four component seven-segment display, switches, a button and the LED lights below the display. To reflect on what we have learned from the course, we have used a variety of different modules such as registers, counters, and frequency dividers. Proper memory and register access have also been applied here. Modules from previous labs such as the multiplexers, and full adder have been recycled into this project. We have also constructed our own input, display and compare modules from scratch. This report will summarize the game behavior, the design process, simulations and debugging process.

1. Introduction
2. Background

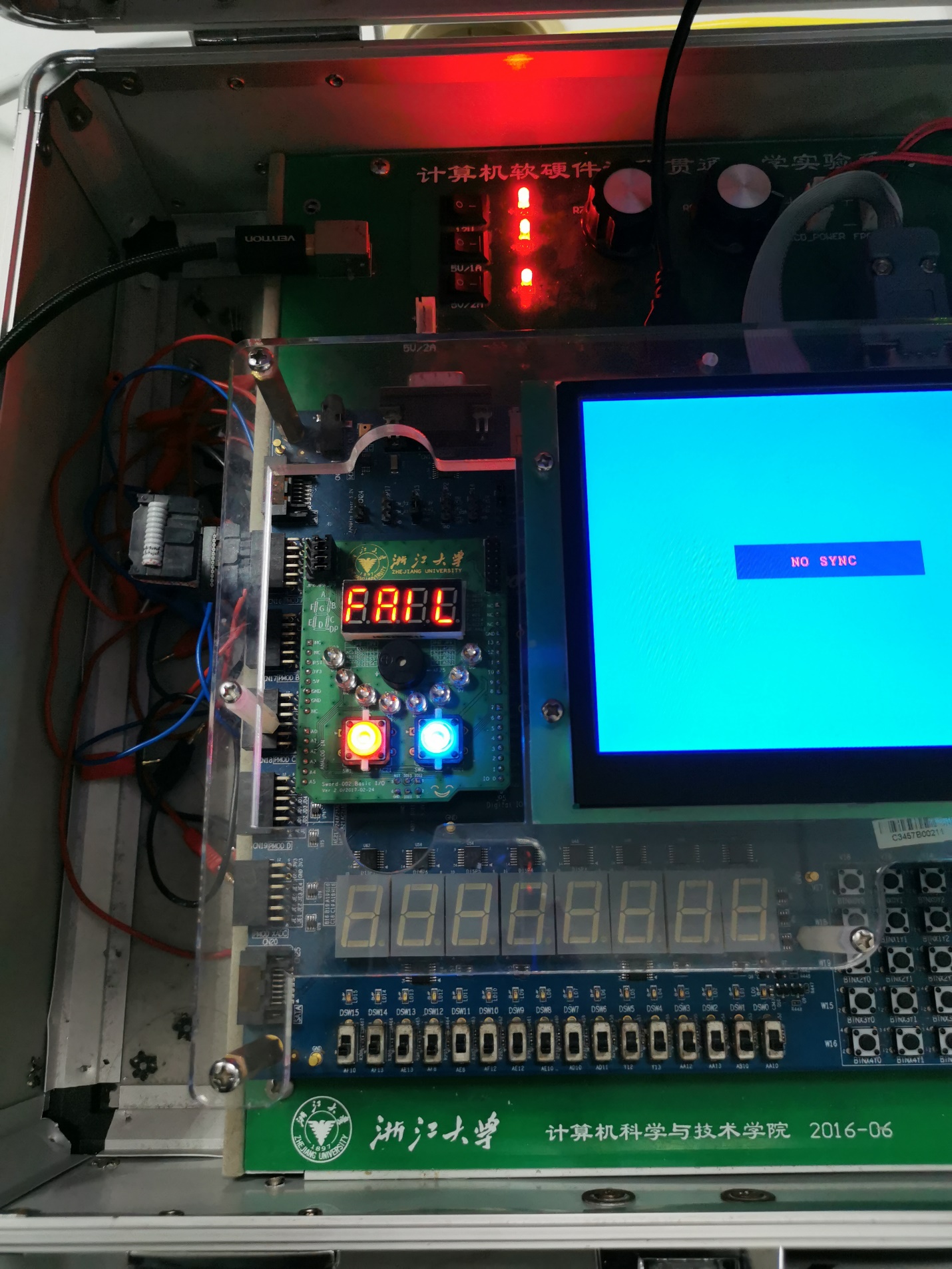
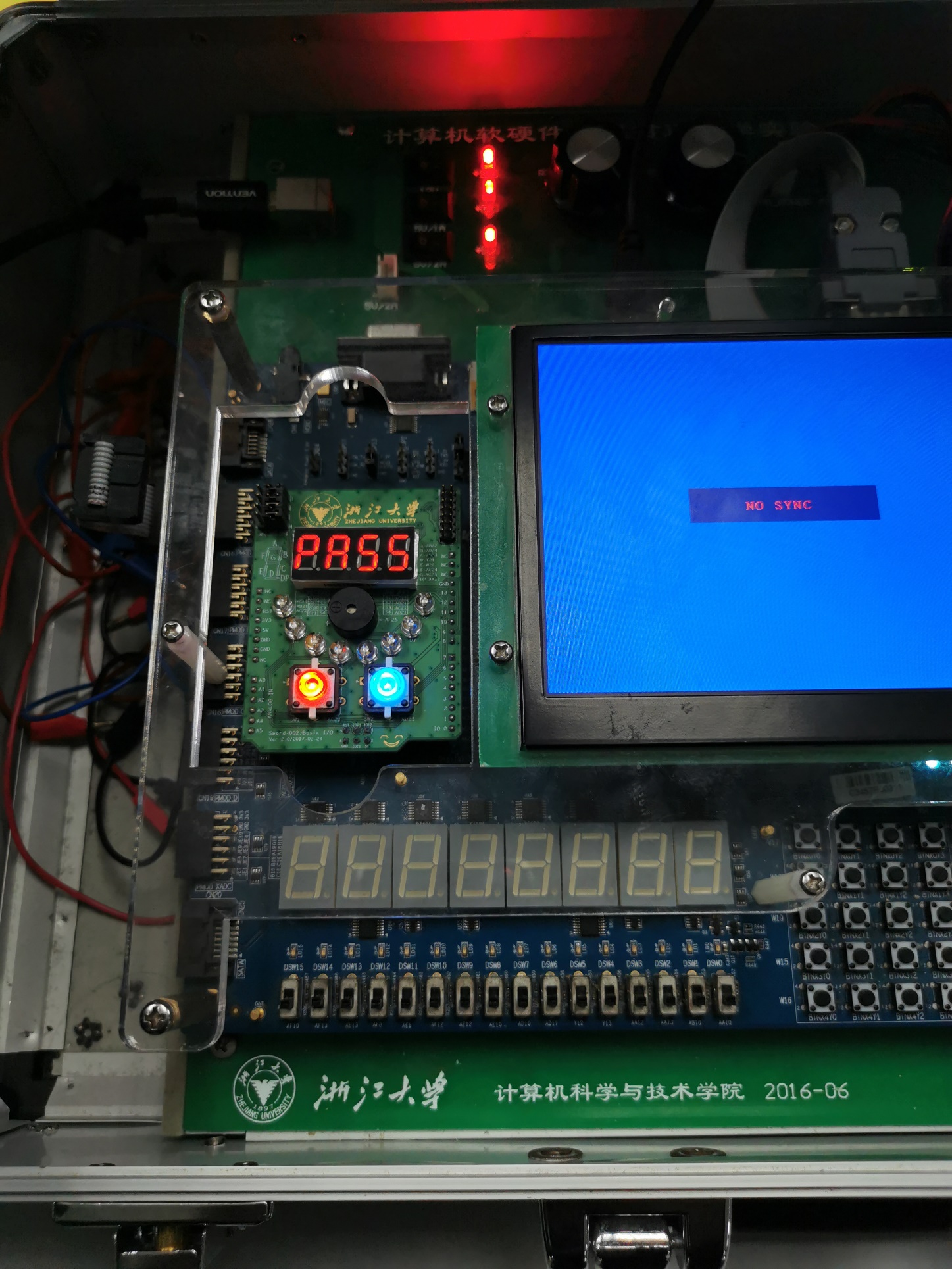
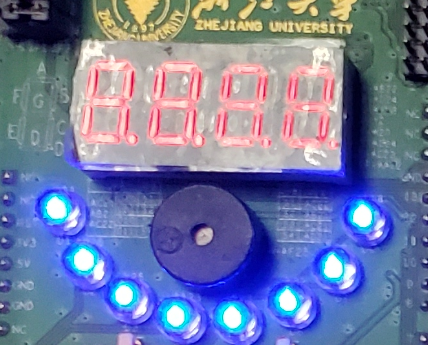
“Finger Dancer” is a simple game where the player is given a pattern of lights and must match it using the corresponding switches before the time runs out. If the player successfully completes the round, “PASS” will be displayed on the seven-segment display and the score increases. In the case that the player does match the pattern, “FAIL” will be displayed and automatically ends the game. The player has five seconds to match the pattern using the switches of the SWORD box. Failure to do so will result in an automatic defeat and reset of the game.

1. Purpose

The purpose of this final assignment is to make use of all the various skills and tools learned throughout this course and apply it to construct this game. This allows our team to practice working on the SWORD board and get a sense of what it is like to design practical circuits.

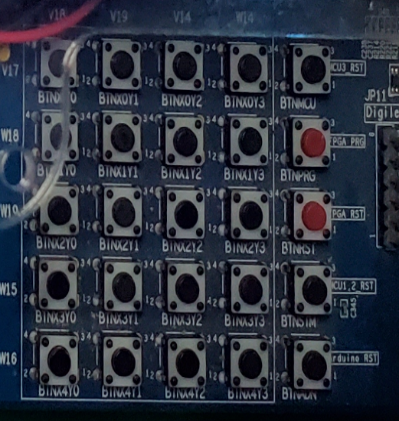
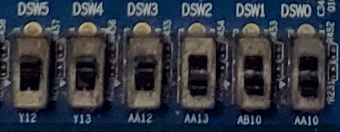
1. Instruments and Materials
2. PC with Xilinx ISE 14.7
3. SWORD/Kintex7 Board
4. User Manual: How to Play Finger Dancer

To start the game, press the button and the game will immediately begin. The basic idea of “Finger Dancer” is to match the pattern indicated on the LEDs below the seven-segment display, using the switches. Each round is timed for five seconds. At the end of a round, the circuit evaluates if the player has inputted the correct pattern. If the player successfully does so, “PASS” is indicated on the seven-segment display, and their score is increased. The game continues until the player fails to match the switches with the LEDs. Consequently, the game ends and “FAIL” is displayed. The score is reset, and the player may try again.

Pattern display

Score display

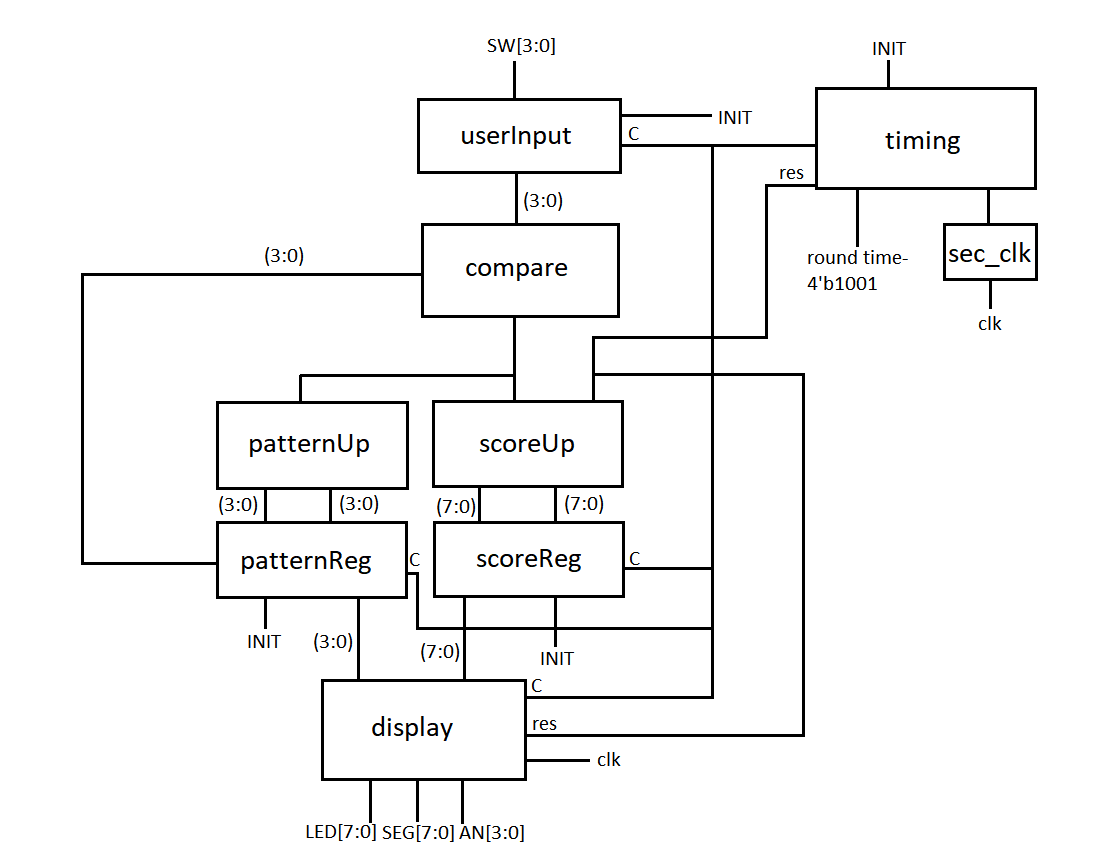
 

Input switches

Initialization button

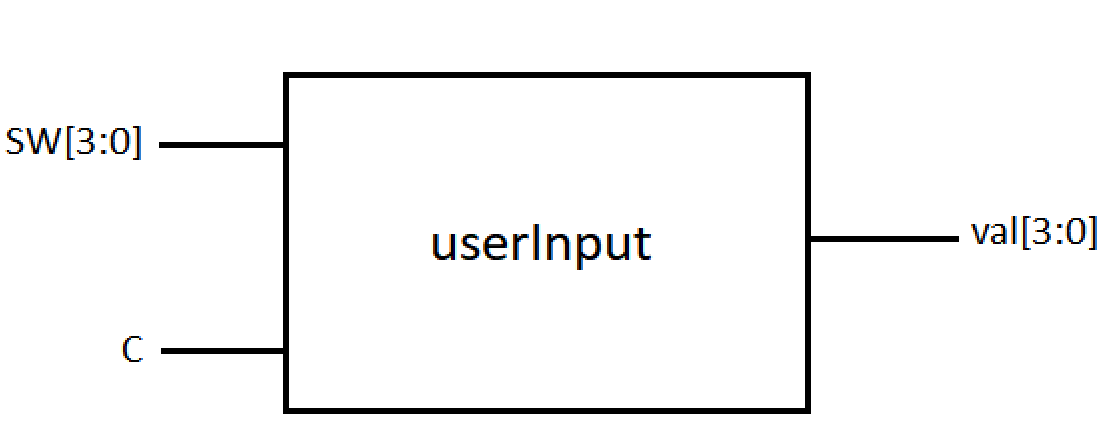
1. Implementation and Design
2. Circuit Design - Top

The circuit for “Finger Dancer” comprises of eight different modules, as depicted in the diagram. userInput and compare are respectively responsible for taking in input from the switches and comparing them to see if they match the pattern generated by the circuit. patternUp generates the pattern, and its connected register patternReg stores it for display. The scoreUp module either increments or resets the score, and the connected register scoreReg stores it for display. The timing module provides the initialization to the pattern and score modules, right when the player presses the button. sec\_clk is the circuit’s clock, which provides clock pulses with one-second periods. Lastly, the display module outputs the generated pattern to the LEDs, and the score onto the seven-segment display.



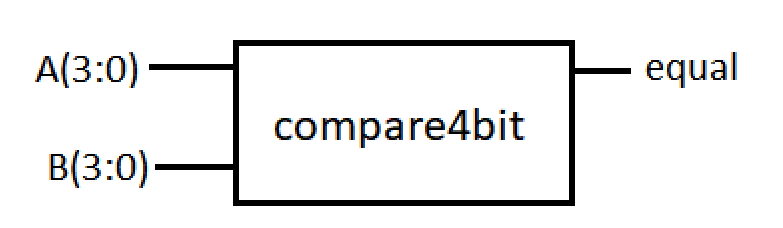
1. Taking in User Input – userInput

The input module takes in the logical on/off values from the switches (SW[3:0]) and returns it to the output val[3:0] for further processing in the compare4bit module. Input C polls for input at every clock cycle.

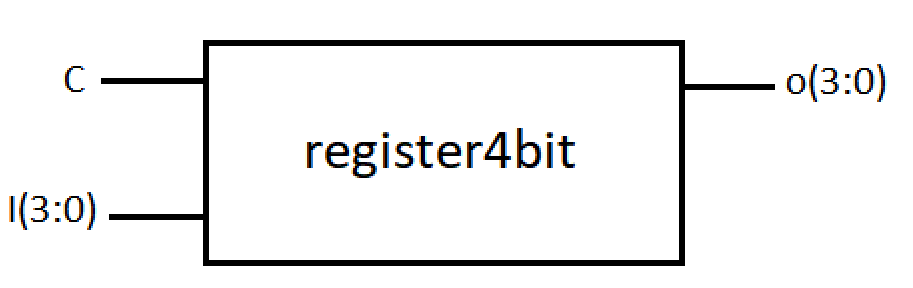


1. Comparing Input – compare4bit

The compare4bit module takes in two 1-bit binary numbers as inputs; one from the input module and one from the state module. To check if these numbers are equal, they are compared by using a complemented XOR gate. If the two inputs are equal, the output “equal” is set to return 1. Otherwise, difference inputs set the output to 0. This output is used as an enable signal for the other modules.

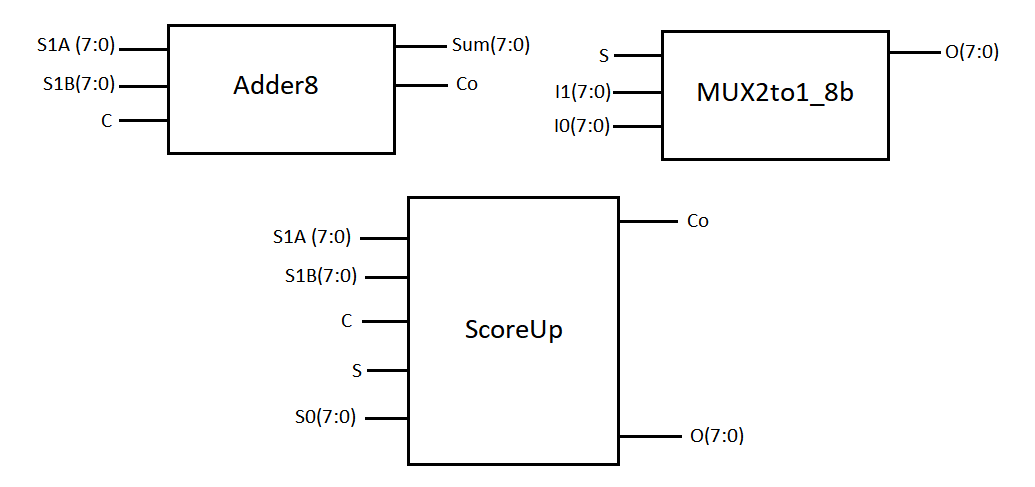


1. Registers -register4bit



1. Updating the Score – ScoreUp

The ScoreUp module consists of an 8-bit full-adder, and an 8-bit 2-1 multiplexer. Inputs S1A and S1B are respectively the current score and the score increment. C and S are respectively the carry-in value for the full-adder, and the select value. S0 is the selected input to the MUX when S is 0. Outputs Co and O are respectively the carry-out value, and the incremented score.

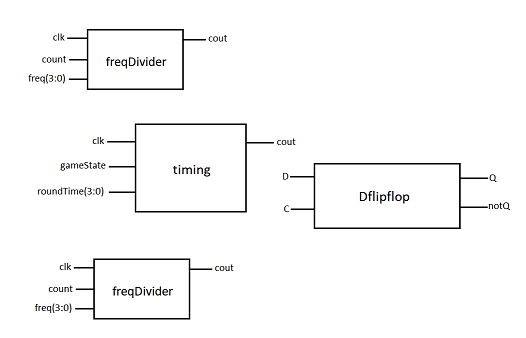


* The 8-bit full-adder takes the current score as input and increments it, then returns it as output to the MUX.
* The 8-bit 2-1 MUX will do either of the two things depending on the select input S; if S is 1 then it takes the output of the full-adder as output O. Otherwise, it returns 0000 to the output.

1. Changing State – UpdateState
2. Initializing the Modules – Timing

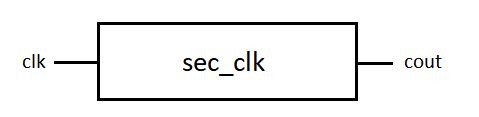
The timing module consists of an asynchronous D flip-flop, a XOR gate, an AND gate and two frequency dividers. Its purpose is to prepare and initialize the modules in the circuit to update the score, and pattern of each round in the game, and provide rest time. It takes in a clock cycle through input clk, and the two frequency dividers are triggered when clk is at a positive edge. gameState acts as the enabling input signal for this module, and roundTime(3:0) provides the frequency for processing, which is then returned in output cout.

* The frequency divider module takes in a input signal of a frequency through freq[3:0] and generates a output signal of cout, when triggered by a positive-edge input of a clock cycle (clk). The count input acts as an enabling signal for the module. There are two frequency dividers in this module, one to provide timing of each round, and one to provide a rest period for reset and generating the parameters of the next round.
* The asynchronous D flip-flop resets and initializes the two frequency dividers, by controlling their enable inputs.



1. One-Second Clock – sec\_clk

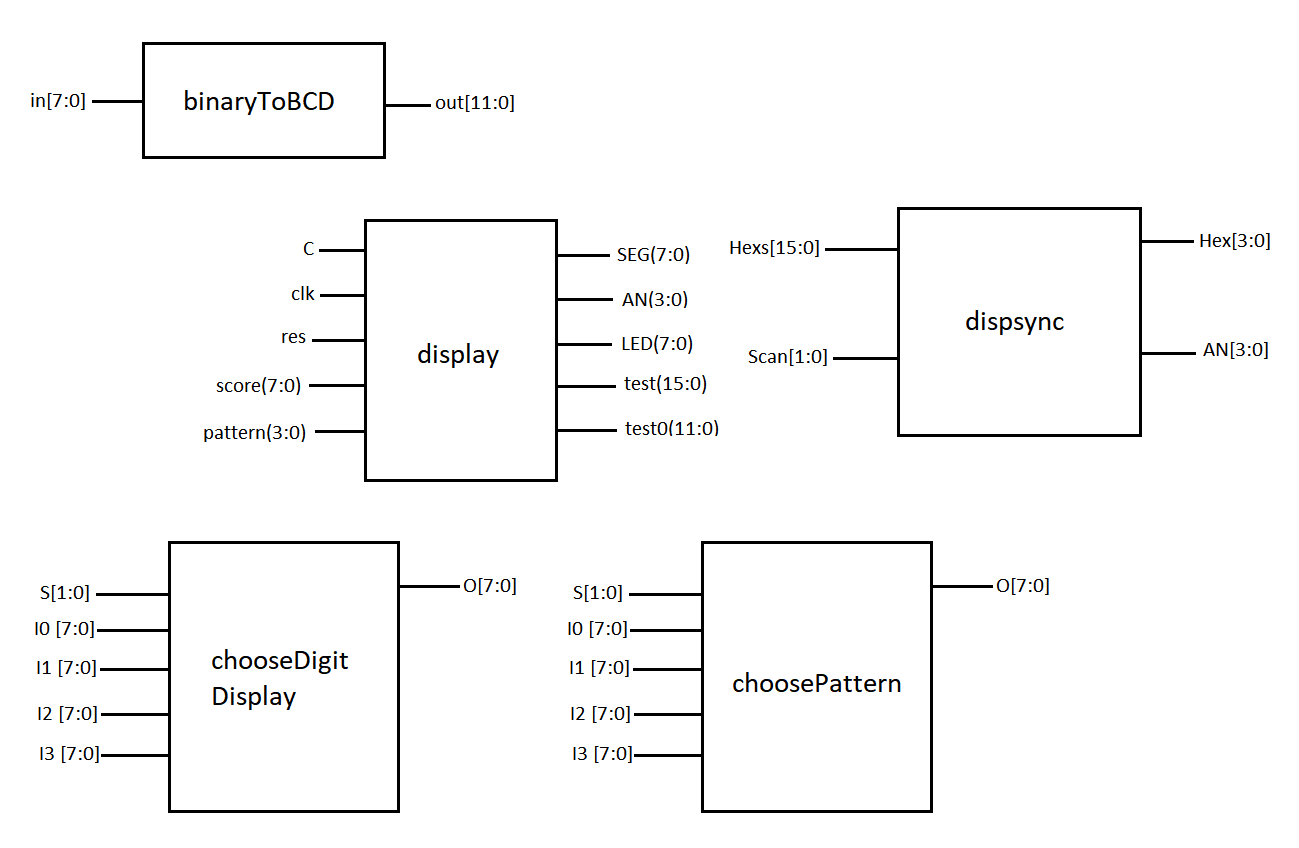
The sec\_clk module provides clock pulses of one-second periods. It outputs these clock pulses through cout, and sends it to the timing module.



1. Display

The display module consists of a binary-to-BCD converter, an 8-bit 4-1 multiplexer, a 16-bit 4-1 multiplexer, and an altered version of DispNum (which was made in lab 7). Input C is a control signal from the built timing module, and input clk takes in a clock signal from the machine’s internal clock. The current score and pattern and pattern are also part of the machine’s inputs. SEG, AN, and LED provide the output to the seven-segment display and the LEDS, test provides the output of the 16-bit 4-1 MUX and test0 provides the result of the binary-to-BCD converter. This module is responsible for displaying the score, generating and displaying the pattern.

* The binary-to-BCD converter takes the input from score(7:0) and performs a conversion, which is then returned to the 16-bit 4-1 MUX as its input.
* The 16-bit 4-1 MUX is comprised of four 4-bit 4-1 MUXs, and a decoder. The purpose of this segment is to select the proper digits to be outputted for when displaying the score. The output of this module is the input of DispNum.
* The 8-bit 4-1 MUX is made up of two 4-bit MUXs, and a decoder. The purpose of this MUX is to produce the pattern to be displayed and output the signals to the LEDs.
* DispNum synchronously outputs the digits selected by the multiplexers. There is also a decoder which determines whether to output PASS or FAIL, from input C.

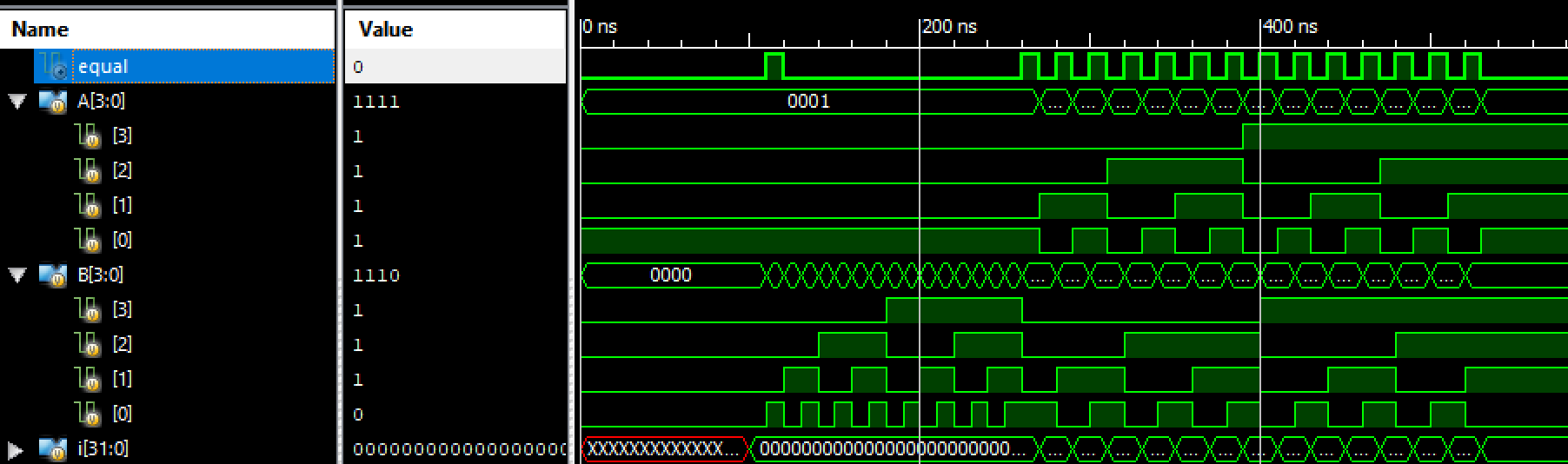


1. Program Flowchart

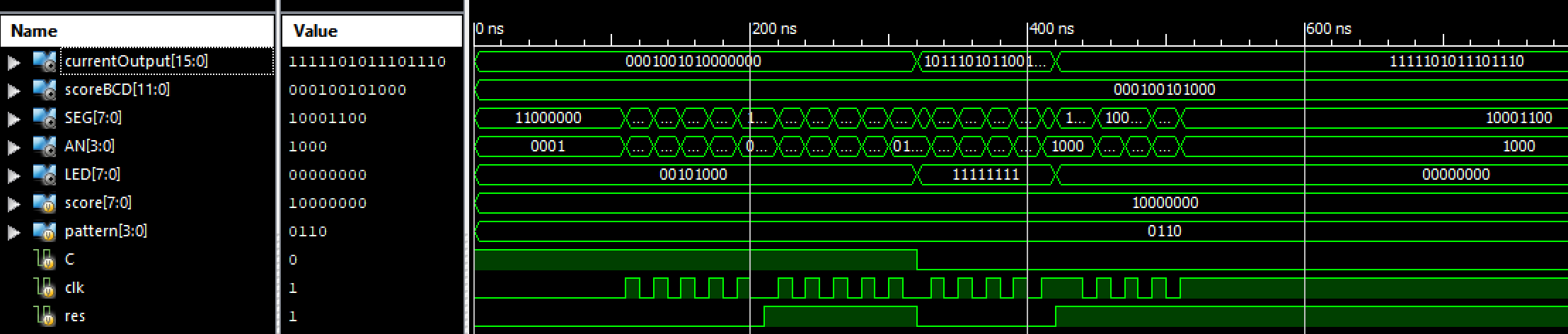
A screenshot of a cell phone

Description automatically generated

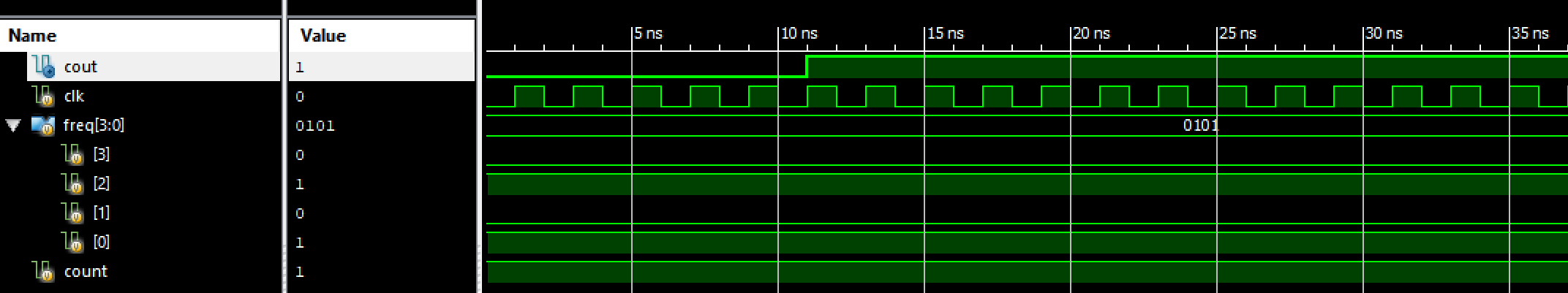
1. Simulations
2. Top (Entire Combined Circuit)
3. userInput
4. compare4bit



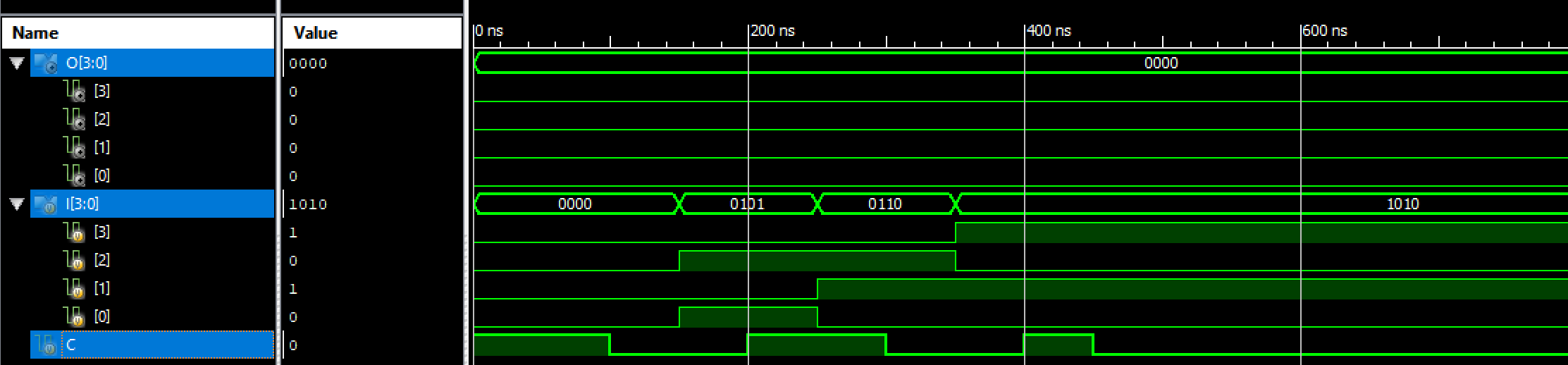
1. Display



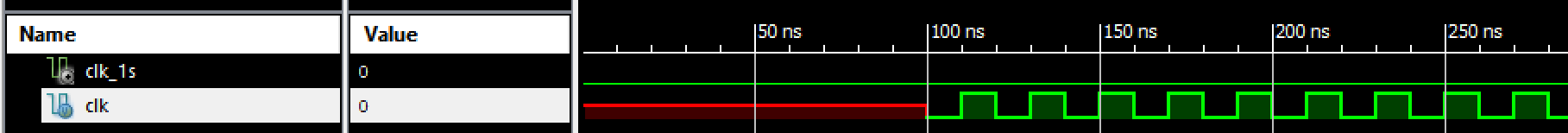
1. freqDivider



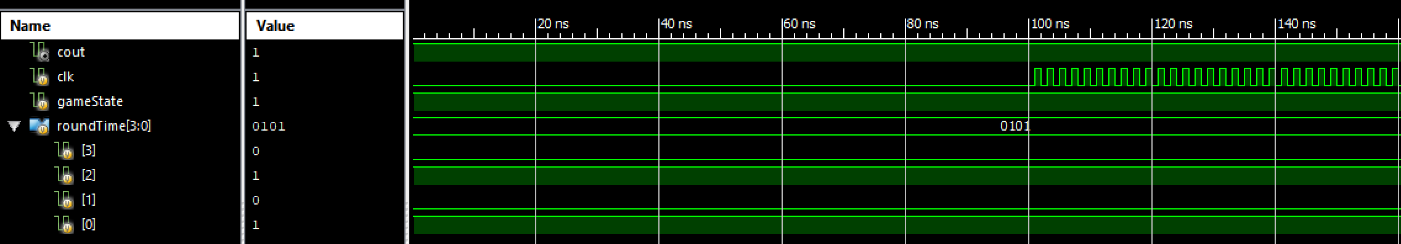
1. register4bit



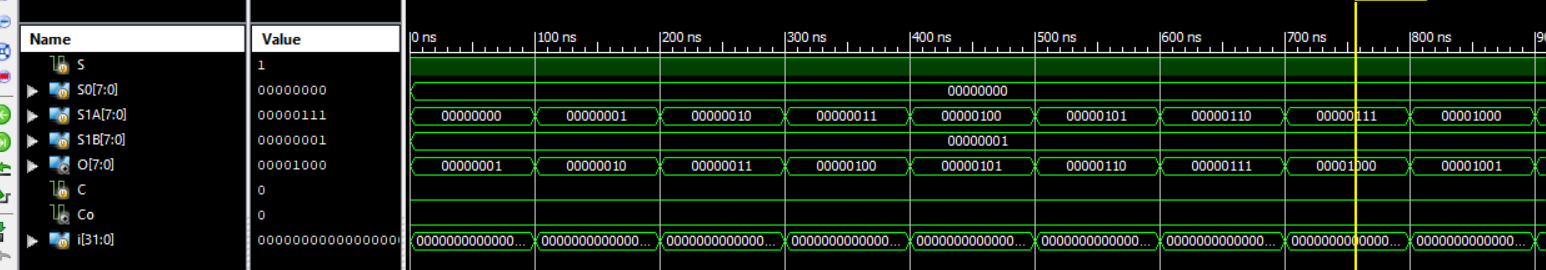
1. sec\_clk



1. timing



1. scoreUp



1. stateUp
2. Debugging
3. Final Comments

Our group ran into many difficulties while working on this project. Firstly, we underestimated the level of difficulty and the amount of time it would take to create a working circuit. As a result, we were unable to perform proper debugging and test out our experiment. Many of the modules that we made in class (i.e. DispNum, MUX4to1b, DispSync, clkdiv…) were reused in this project, and it also forced us create our own components such as the registers. Although the idea and implementation seemed simple at first, many changes had to be made and simplified to get the project done within a reasonable timeframe. Our group originally wanted to implement a timeUpdate module where the duration of each round got gradually shorter but was unable to do so due to the lack of time and extra difficulty it could potentially bring. Another hurdle that we faced was that half of our group was separated in two different countries near the deadline, making it hard to communicate with each other and evenly distribute work. Nonetheless, we all found the project to be beneficial towards reinforcing what we have learned in class and in labs. We were able to continue practicing what we have learned from lectures, as well as learn new concepts beyond the scope of this course by ourselves.

1. Source Code and Pinouts
2. Work Distribution

Anna Tang (Group Leader): 35%

Joshua Malmberg: 40%

Chen Yi Hui: 20%

Justin Choi: 5%

10- References