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, and the LED lights below the display. This report will summarize the game behavior, the design process, simulations and debugging process.

1. Introduction
2. User Manual: How to Play Finger Dancer
3. Implementation and Design
4. Simulations
5. Debugging
6. Final Comments
7. Source Code
8. Work Distribution

10- References