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. 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. As the player progresses, the time for each round will decrease.

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 FPGA 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 Board
4. User Manual: How to Play Finger Dancer

The basic idea of “Finger Dancer” is to match the pattern indicated on the LEDs below the seven-segment display, using the switches. Each time the player successfully does so, “PASS” is indicated on the seven-segment display, and their score is increased. The game continues with the duration of each round progressively decreasing. If the player fails to match the switches with the LEDs, the game ends and “FAIL” is displayed. The score is reset, and the player may start the game again.

1. Implementation and Design
2. Simulations
3. Debugging
4. Final Comments
5. Source Code
6. Work Distribution

10- References