Team Members:

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Initial Project Proposal:

Make a simple GPU that can display simple shapes and display them to a screen. We want to constantly update the shapes position so that we can move the shape around the screen with the input from a keyboard.

Step 1: set up a VGA output so that we get a white box to display on the screen, refresh rate and sync features

Step 2: Shape rendering and add control to shapes from inputs on keyboard

Step 3: Frame buffer to get a smooth refresh rate that isn’t choppy

Optional Step: Shape animation based on frame rate, given physics to look lively