**ECE 643 Final Project Weekly Progress and Goals Fall 2021**

This form is due by 11:59pm Friday of each week. Submit at Canvas.

Name(s): Cesar Zavala, Anthony Garvalena, Cody Morse

Date/week: 11/4/21 – Week 2

You are encouraged to use bullets or lists for each of the 3 items below.

**Goals from the past week:**

* State Machine & State Diagram
* GUI Design
* Tetromino Rotation
* Basic Game Logic
* Basic Motion Controls

**Status on prior week’s goals:**

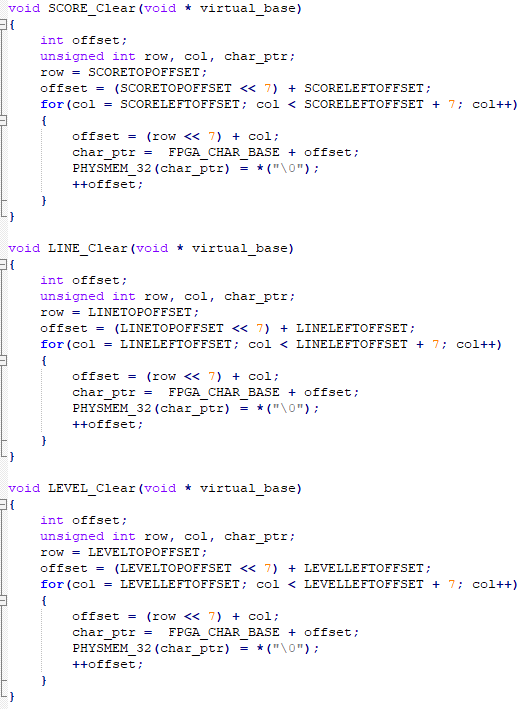
* We sketched up a diagram that we believe will work for this game design. The state diagram includes a start screen which may be included in the future.
* Developed code to generate a Border, Grid, and 7 Tetromino Shapes (Shapes generated randomly)
* Developed a rough idea for code to allow Tetrominos to rotate
* Created code that shows the Score, Line Count, Level, and Next Tetromino
  + Old Score/Lines/Levels VGA output will be erased when new values are generated.
* Adapted code from previous labs to potentially allow movement of various Tetromino shapes
* Added a shifting function for motion which will allow Tetrominos to move along the grid
* Created code to delete the old Tetronimo and draw the new one.
* Created code to check all the rows if they are full. Then each full row will be deleted and shifted. Deleted rows affect the score.

**Goals for the next week:**

* Begin Game Design utilizing functions created this week.
* Verify written code functions properly.
* Adjust GUI to be more visually appealing.
* Add Rotate Button via Quartus

**VGA Output Next Tetronimo:** [**Link**](https://youtu.be/1MBGCrxvPWs)

**Code Written This Week:**

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