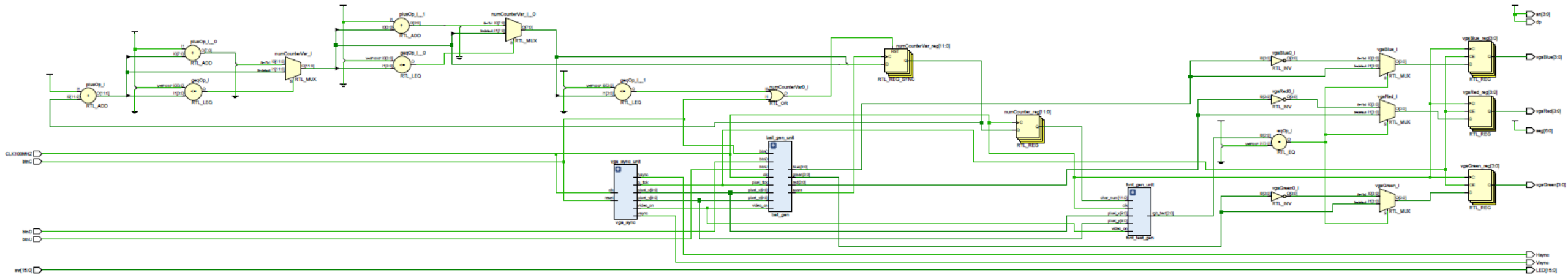# PONG

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Integration Goals

- Bouncing ball that is able to interact with the paddle.

- Paddle that can be moved up and down with button inputs.

- Score display that increments on every strike with the paddle

- 2-Player game mode – TODO

Hardware Diagram

Demonstration

Roadblocks

- Incrementing std_logic_vectors.

- VHDL as a whole.

- Time constraints

Future
Implementation