

List of Deliverables

Files:

FinalReport.pdf	Project report
debouncer.v	Module for debouncing inputs from Keyboard
keyboard.v	Module for taking inputs from keyboard.v
sevensegment.v	Seven segment display module
dtg.v	DTG module
Kcpsm6.v	Picoblaze softcore
N4DDRfpga_withvideo.xdc	Constraint file
Nexys4fpga.v	Top level module
audio_PWM.v	Audio pwm code for generation of audio signals
AudioInterface.v	Switching of sounds according to action
Nexys4fpga.bit	Bit file
Colorizer.v	Assigns 4 bit values to each RGB components
first_screen.v	Display logic for displaying first screen
game_screen.v	Game play logic
player1_screen.v	Display logic for displaying player 1 wins screen
player2_screen.v	Display logic for displaying player 2 wins screen
switch.psm	Software logic for screen switching
SwitchInterface.v	Interface between Picoblaze and Nexys DDR4 board
miffilen.m	Matlab file for converting image to COE
makecoe.m	Matlab file for converting audio to COE

Folders: Some specific folders

Sounds COE	.coe files of all sounds
Bullet	.coe files of all directions of bullet
Explosion	.coe file of explosion image
First_Screen	First_screen coe,jpeg and Verilog file
Game_Screen	Game screens coe,jpeg and Verilog file
Player 1 wins	Player 1 wins coe,jpeg and Verilog file
Player 2 wins	Player 2 wins coe,jpeg and Verilog file
Red tank	Red tanks coe, jpeg files in all directions
Green tank	Green tanks coe, jpeg files in all directions
Bullet	Bullet coe, jpeg files in all directions