

ES31/CS56 Final Project Proposal Form

Due Monday, July 18th, at Midnight.

Your Names and Project:

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VGA Interface

Briefly share the high-level specifications of your project. Don't get too detailed yet—we'll go there in future week. At a high-level, what does the minimum viable product look like by the end of the project?

We would like to implement the video game Tic-tac-toe, which is visualized by the monitor connected to FPGA board via VGA. Two users will use the switches or the buttons on the FPGA board to play the game and the chessboard will be displayed on the screen.

Say you achieve the minimum viable project quickly and want to add some more interesting features to the project. At a high level, what are your stretch goals for the project?

The stretch goals are improving the interface of the chessboard and adding functionalities to switches/ buttons/ LEDs on the FPGA board.

Draw a *very* high-level block diagram of your system. What are the big blocks that you will need to design? You don't need to worry about what's inside them for now—just focus on figuring out what you will need to build eventually (read as: over a month). Think about these blocks in terms of their behavior.

