FLAPPY BIRD STATE DIAGRAM

Start

button0pulse = 1 — F

T

col1x_next <= (638 + 80)
col2x_next <= (others => '1')
col3x_next <= (others => '1')
col1y_next <= random #

Play

moveEn = 1

T — col1_on = 1 — F

col1x_next <= col1x - 1

col2_on = 1 — F

T

col2x_next <= col2x - 1

col3_on = 1 — F

T

col3x_next <= col3x - 1

col3_x = [column width] — T

F

col1x_next <= 638 + 80
col1y_next <= random #

col2_x = [column width] — T

F

col3x_next <= 638 + 80
col3y_next <= random #

col1_x = [column width] — T

F

col2x_next <= 638 + 80
col2y_next <= random #

crashed = 1 — F

T

Back to Start

NOTE: bird movement and graphics will be based on pixel x and y from the vga_timing module and are not included here