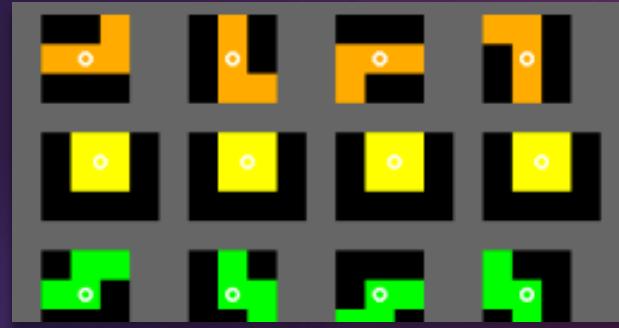




VerilogTetris

DOGAN AKAD AND PHILIP TSANG

Tetrisian Logic Components



Super Rotation System

Logic of Tetris rotation



Gravitation

Game flow logic to place blocks



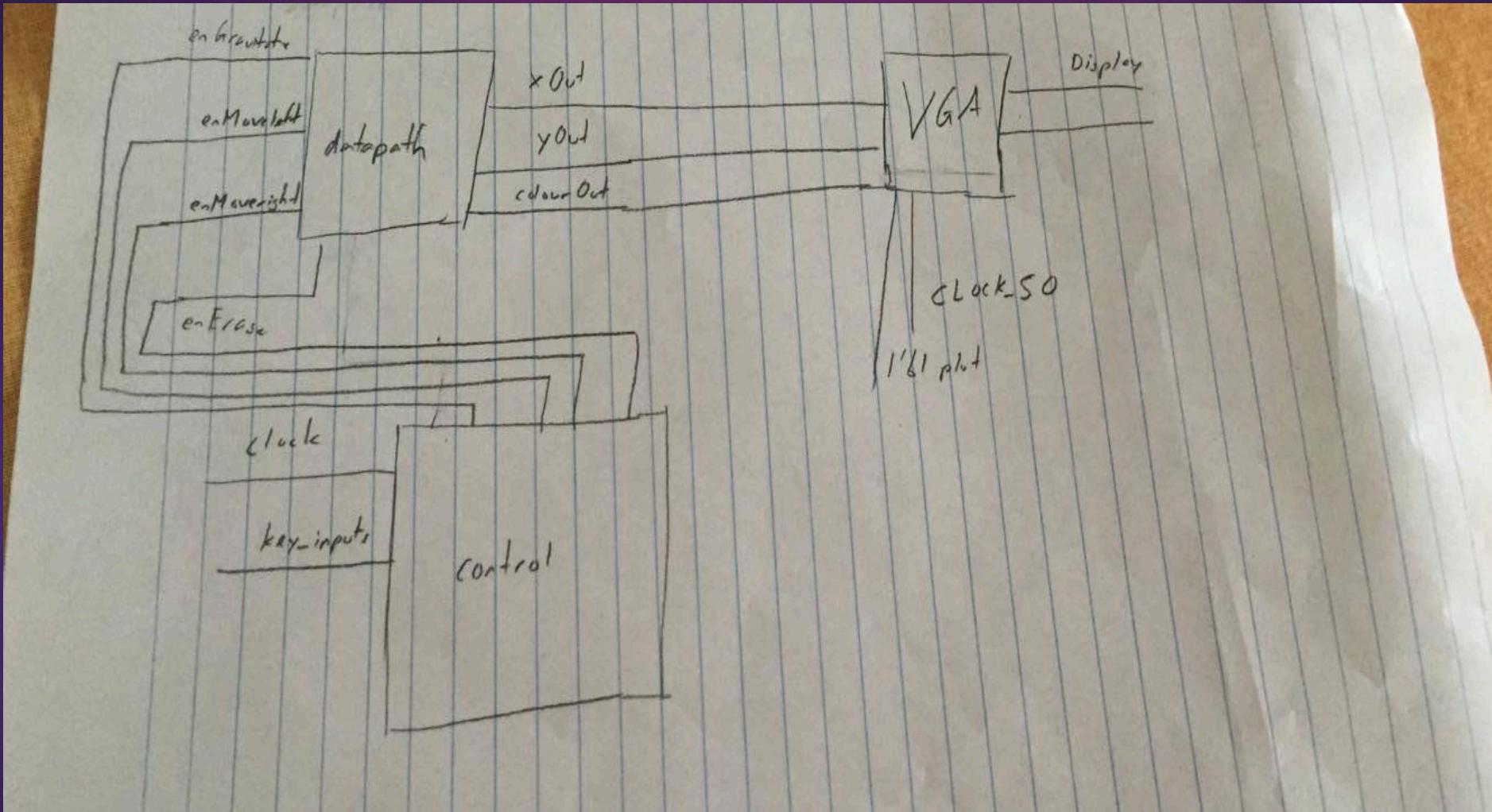
World Animations

Winning, row reductions, lost

Schematic

- ▶ Control acts as user interface input
- ▶ Datapath is signaled by states computed in Control
- ▶ VGA receives appropriate signals and creates the game

Schematic



VerilogTetris Challenges

- ▶ Unexpected behavior in latches
- ▶ Collisions of animations and different states of the game
- ▶ Logic branches extremely deeply for many different states of the game

Lessons Learned

- ▶ Need to plan time accordingly to a more difficult project.
- ▶ Pay attention to the latches created.
- ▶ Draw the schematic before you code.
- ▶ Test more often.