

## LAB 10 – 3300L

Spring 2025 / Dr. Van Blerkom

This lab will continue from lab 9 to add breakable blocks and a 3-digit score to the screen.

The *block.v* module is given to you in Github – you will need to use a generate statement in the top module to add 24 of them (in two rows of 12) to the screen. You should wire them so that they are “broken” when they are hit by a ball. When they have all been broken, you should unbreak them all to start again from the beginning.

The *score.v* module is given to you, but you need to add the values in the character ROM to draw the missing digits. Also, you need to figure out the assign statements for the three digits to draw the correct pixels in the right region.