**Group Members: Gabe Litteken, Nate Wagner**

**Initial Proposal:**

We would like to build a video game in Verilog starting from a RISC or mini-RISC processor. After the processor is built, we will make a complier and assembler to convert C code into assembly to be sent to the processor. This will also include creating graphics and hardware (mouse/keyboard) drivers.

The game itself would be either 2d or pseudo-3d, like the original DOOM.