

Flicker Game(with lives)

Create a game where the player attempts to press the button(A0) at the same time an LED(B0) lights up. The button will use A0 as input while the flickering LED will use B0 output. The score will be displayed as a 4-bit value on outputs B1 - B4. The remaining bits(B5 - B7) will serve as the amount of lives the player has. Use a 500ms on and off for the LED. Design a concurrent synchSM to implement this game.