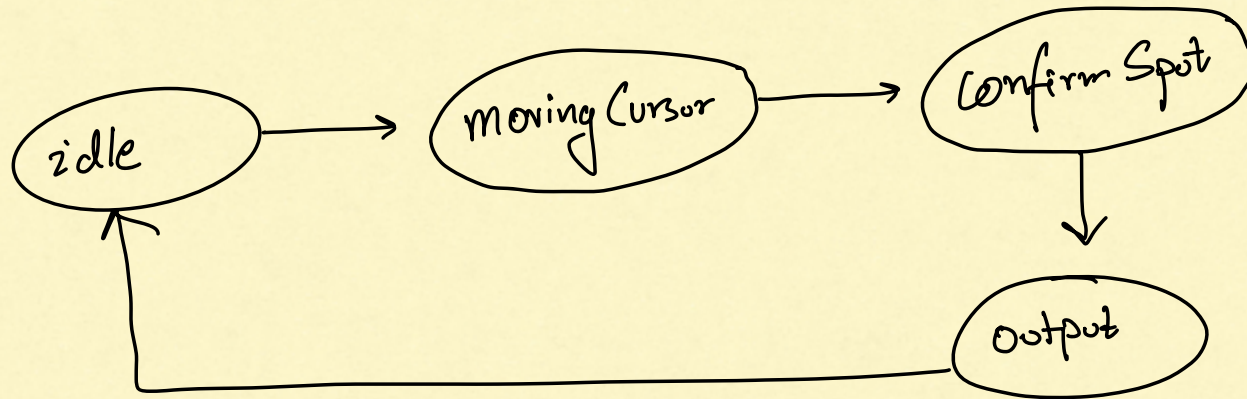


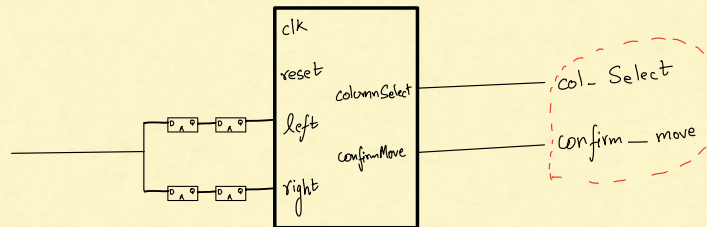
clk	
reset	activePlayer
col-select	dropEnable
confirm-move	
winDec	winEnable
full	updateEnable

Main Game

UserInput FSM



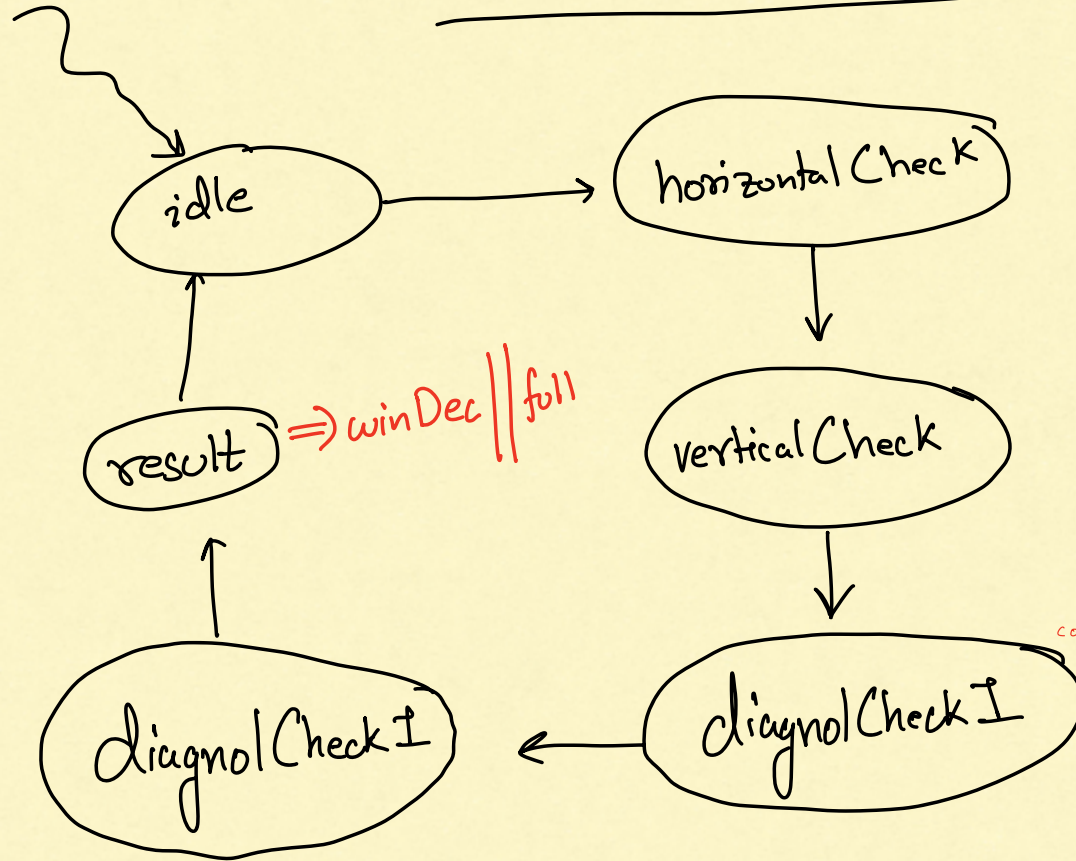
→ main FSM
connection



color
code

reset || winEnable

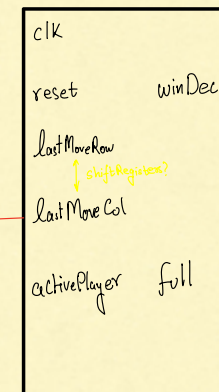
Win Check FSM



Add on:

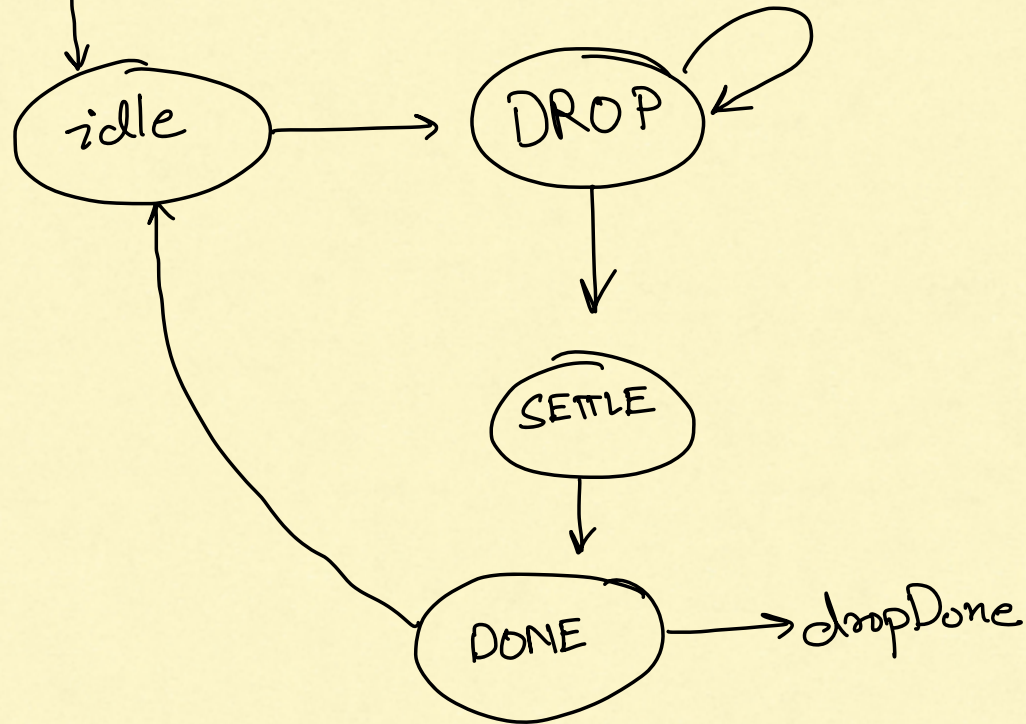
when win == player 1
display P1

when win == player 2
display P2



reset

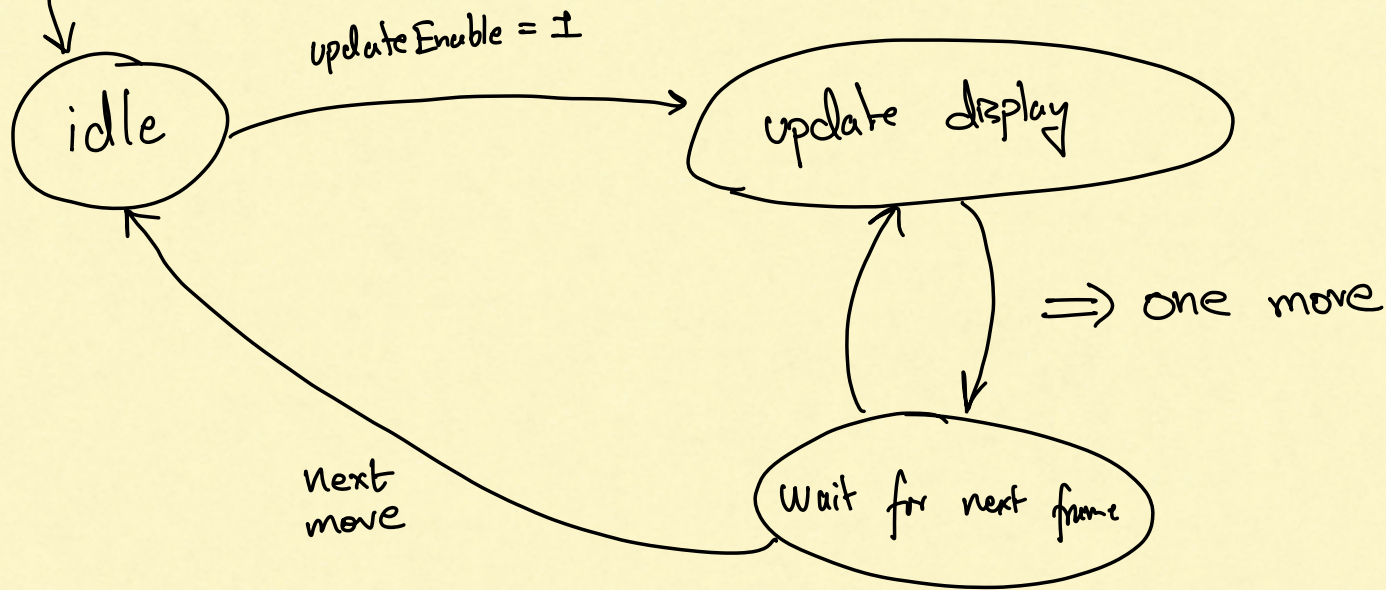
piece Drop FSM



clk	
reset	dropDone
dropEnable	
col_select	finalRow

game-reset
(clear board)

Board Display FSM



clk	
reset	
boardState	RedPixels
updateEnable (from Main Fm)	GreenPixels
activePlayer	
pieceDropDone	
gameReset	

We will later add an Animation FSM which flashes the winning pattern.

