CSCB58 Project Proposal: Winter 2016

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Proposal

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Project Title: ***The Pong Game***

Provide a 1 paragraph description of your project:***Our goal is to design a Pong Game. The goal is to keep the ball from falling off the screen using a horizontal moving board. The player fail if the ball fail without being catched by the horizontal moving borad. The points the player get is calculated on the FGPA board.***

What do you plan to have completed by the end of the first lab session?:***We tried our plan A, making a pac man game, and we realized there would not be enough time. We have decided to switch to the Pong Game.***

What do you plan to have completed by the end of the second lab session?:***we tried drawing a vertical line on the VGA, and tried to move it by changing the colour of each pixel.***

What do you plan to have completed by the end of the third lab session?:

What is your backup plan if things donâ€™t work out as planned?***Hand in whatever we have, at least we have all tried our best to complete the assignment with limited time.***

What hardware will you need beyond the DE2 board (be sure to e-mail Brian if itâ€™s anything beyond the basics to make sure thereâ€™s enough to go around)

Motivations

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How does this project relate to the material covered in CSCB58?:***The VGA adaptoring code we learned from Lab 6, to display a square on the VGA with the given x -axis and y-axis. We used the color change to make the board ‘move’. If we want to move to the right, we would change the right unit pixel to the color of the board and change the left one pixel to black, so it would look like it is moving. We use lab 4 knowledge to implement a counter to keep track of the score and lab 2 knowledge to display the score on the hex display.***

Why is this project interesting/cool (for CSCB58 students, and for non CSCB58 students?):***We applied knowledge we learned this semester from CSCB58 to our pong game project. We have sharpened our skill as verilog deveolper. People are able to play this game without any knowledge, it is user friendly and easy play.***

Why did you personally choose this project?:***We chosse this project because we failed at our first idea, since it was too chanllenging and we didn’t have time to compelete the pac man project. Pong game is also interesting and chalenging, which requires lot of knowledge from CSCB58. This is a game that everyone experienced before, and it was really popular during the era.***