- add two write ports so that we can have a module that reads from the FPGA pins and writes to them which targets are high? number each target?

- target is hit

- ANDed with LED on signal in hardware?

- target reading module

- hit signals stored in designated registers

- number each target and then that number in designated register means it was shot

- external module that takes in a time and returns HIGH while that time is happening (has a turn off pin for if hit, can be used to turn on LEDs and can be ANDed with hit signals)

- how do we want to tell LEDs to turn on? make a new instruction?

- 4 GPIO pins for glove functions

- reset button

- each target needs signal from photoresistor

- two signals for green/red

- encoder module and decoder hardware

- 5 pins

processor

- keep track of score and increase difficulty

- select which targets are active

- behavioral random variable - new insn

- timer counter - backdoor route

- sound effect - verilog audio module

(clock, minimum, maximum, randomNumber)

random variable instruction would be R-type