305 Interim Report

PREPARED BY

Finn Tracey
Penelope Goertzen

Harvey Guloy

Team 14 Team Baby

AIM OF THIS DOCUMENT

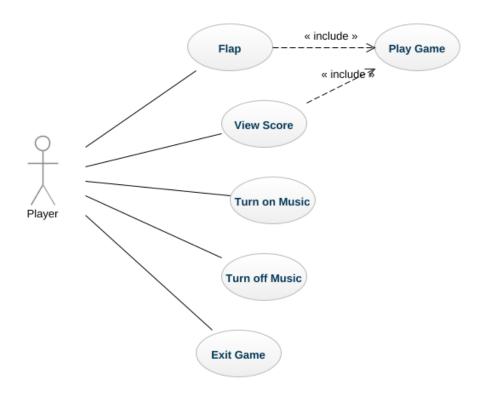
This document aims to provide a high-level overview of the planning and design of a simple game console with a built-in computer game using only digital logic and digital design. This document will be split into three sections: The game strategy, and design specifications and plans, A Block diagram showing all the components of the game and their interfaces, The high-level state machine of the game.

Game Strategy

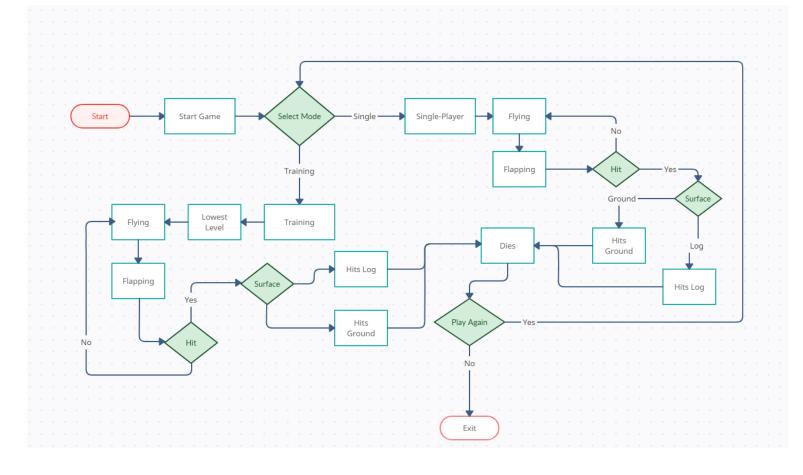
Strategy for making the game:

- Planning stage
 - Identify deliverables
 - Setup environment for the game
 - Assign tasks
 - Deadlines
- Making the game (What the game is)
 - The bird can move up or down
 - It is controlled by a PS/2 mouse.
 - If the bird is not flapping, it will free-fall towards the ground.
 - The bird must not touch anything when flying, otherwise, it will lose life points.
 - The game may consist of different types of obstacles and gifts
 - Pipes
 - Dollars, medicine boxes, special flying abilities
 - The screen must be kept in motion from the right-hand side to the left-hand side.
 - The speed increases with the game level
 - The level of difficulty can be controlled by other criteria
 - The types of obstacles

Block Diagram



High Level State Machine



Planning

To do:	Details:	Date	
Set up Project			
Read the Brief	Understand and specify the full operations/functionalities of the game and the user interfaces.		
Practice with DE0 board	Study operations of the input and output devices and features of the DEO board. You will be given some basic design blocks which can be used as a starting point in your project to speed up the design process.		
Create Git	Create Git and download all programs required for app		

Interim Report			
Game Strategy	A high level overview on how to create the game		
Design Specification	Identify the features of the game		
Plans	Create plan and timetable		
Block diagram	Process of how the game works		
High-level state machine	A deep level of how the game works		
Code			
Final interview			
Final Report			
Set up Report Template	Set up		