

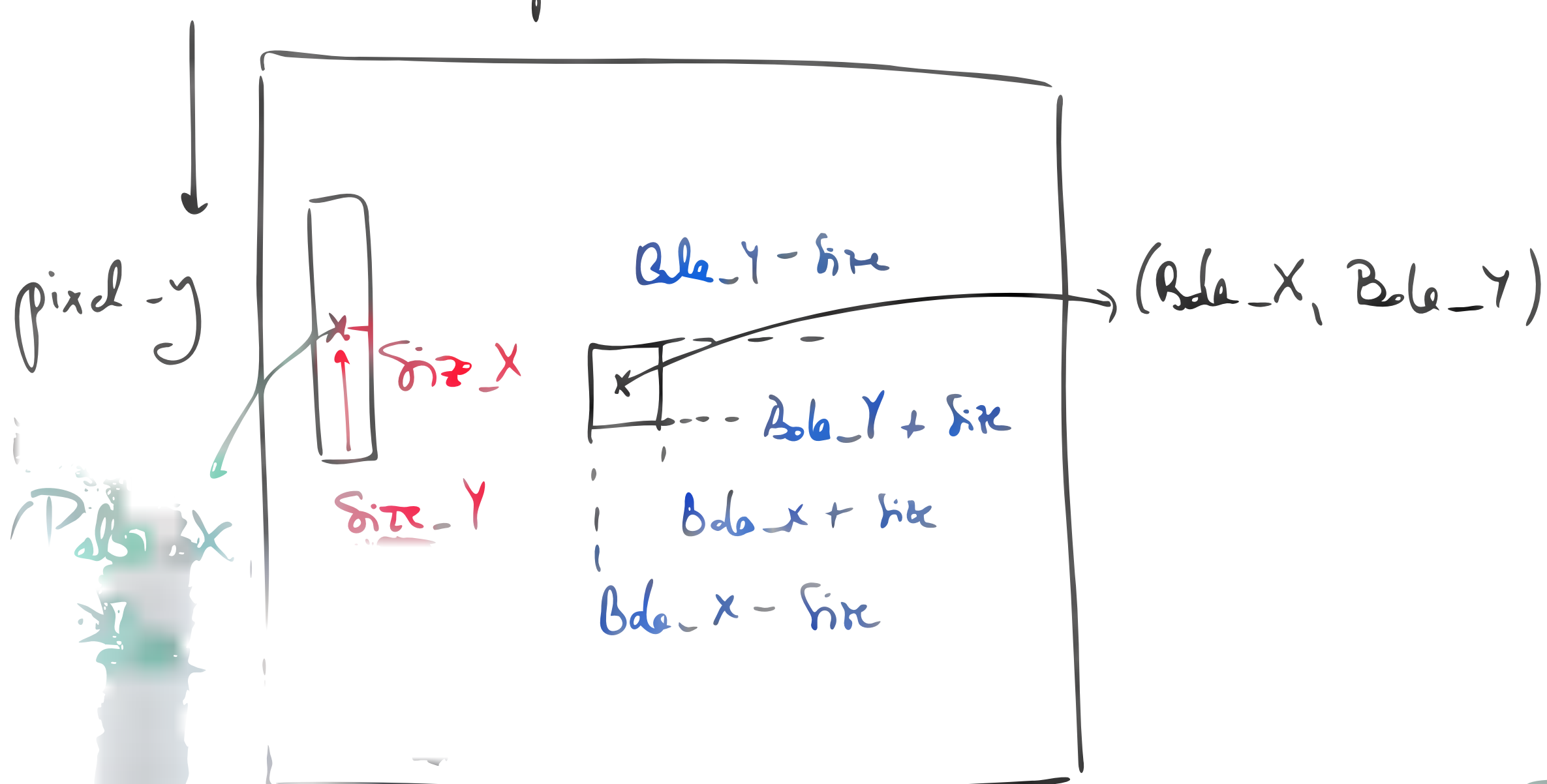
Red  $\Leftarrow$  Bola-on;

Green  $\Leftarrow$  Bola-on;

Blue  $\Leftarrow$  Bola-on;

Dibujar-pala  
Dibujar-bola:

→ pixel-x



$Pala-X - Size-X \leq pixel-x \leq Pala-X + Size-X$   
Si  $Bola-X - Size \leq pixel-x \leq Bola-X + Size$

y  $Bola-Y - Size \leq pixel-y \leq Bola-Y + Size$

$Pala-on \Leftarrow '1'$

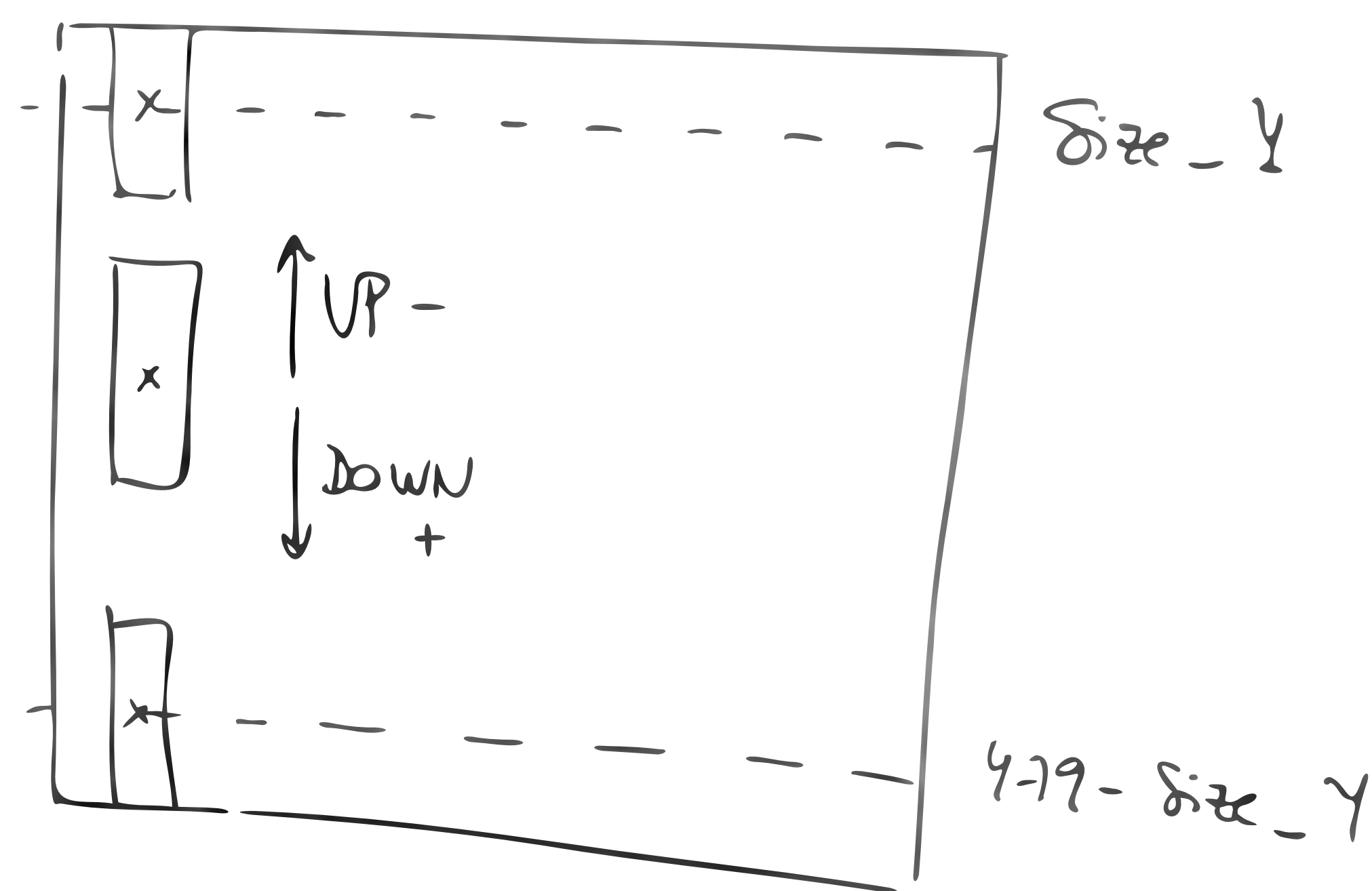
entonces  $Bola-on \Leftarrow '1'$

si no  $Bola-on \Leftarrow '0'$

*Cuidado! Evitar overflow en comparaciones  
(std\_logic\_UNSIGNED)*

Mover-Pala:

UP  
DOWN



En cada refresco de pantalla (vs)

Si UP activa y  $Pala-Y > Size-Y$

$Desplaza-Pala-Y \Leftarrow -2$

Si no, si DOWN activa y  $Pala-Y < 479 - Size-Y$

$Desplaza-Pala-Y \Leftarrow +2$

Si no,  
 $Desplaza-Pala-Y \Leftarrow 0$

$Pala-Y \Leftarrow Pala-Y + Desplaza-Pala-Y$