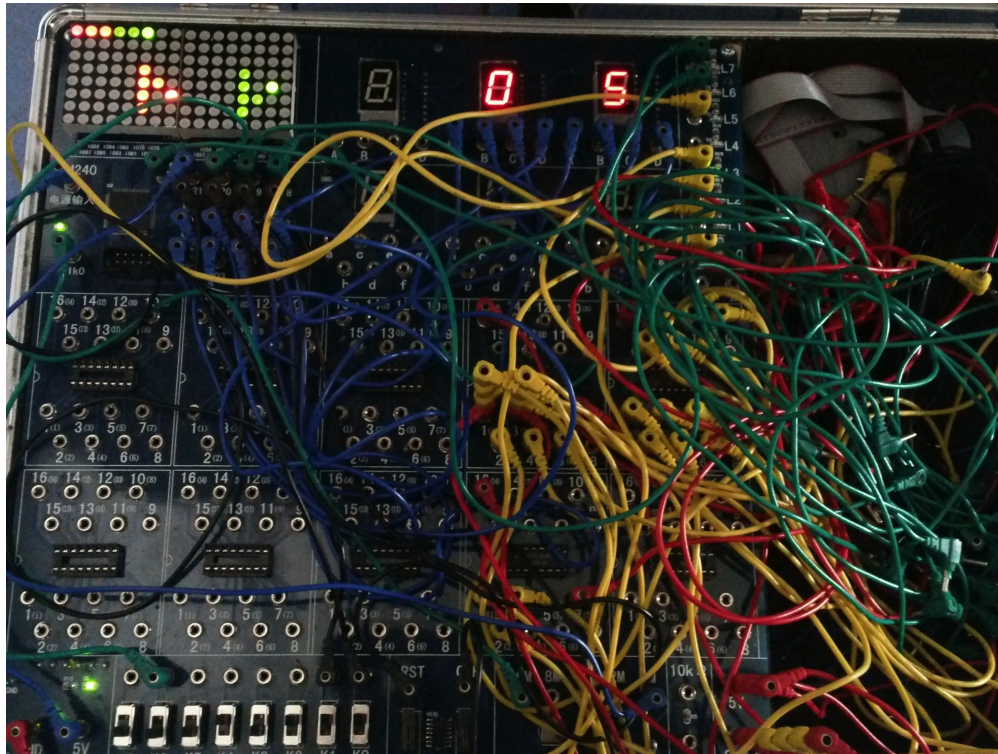


A Simple Rhythm Master Game Platform

Chen Liu
Yang Liu

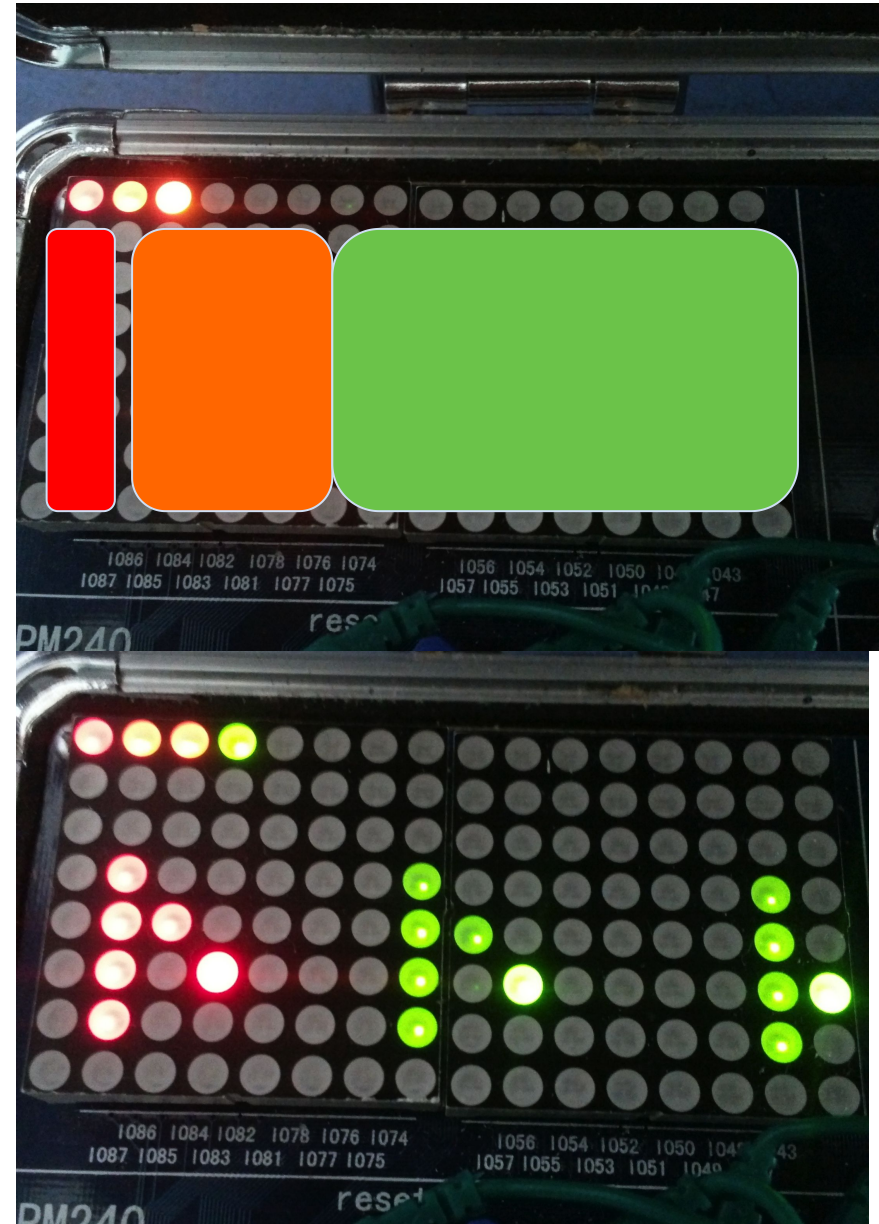
Platform



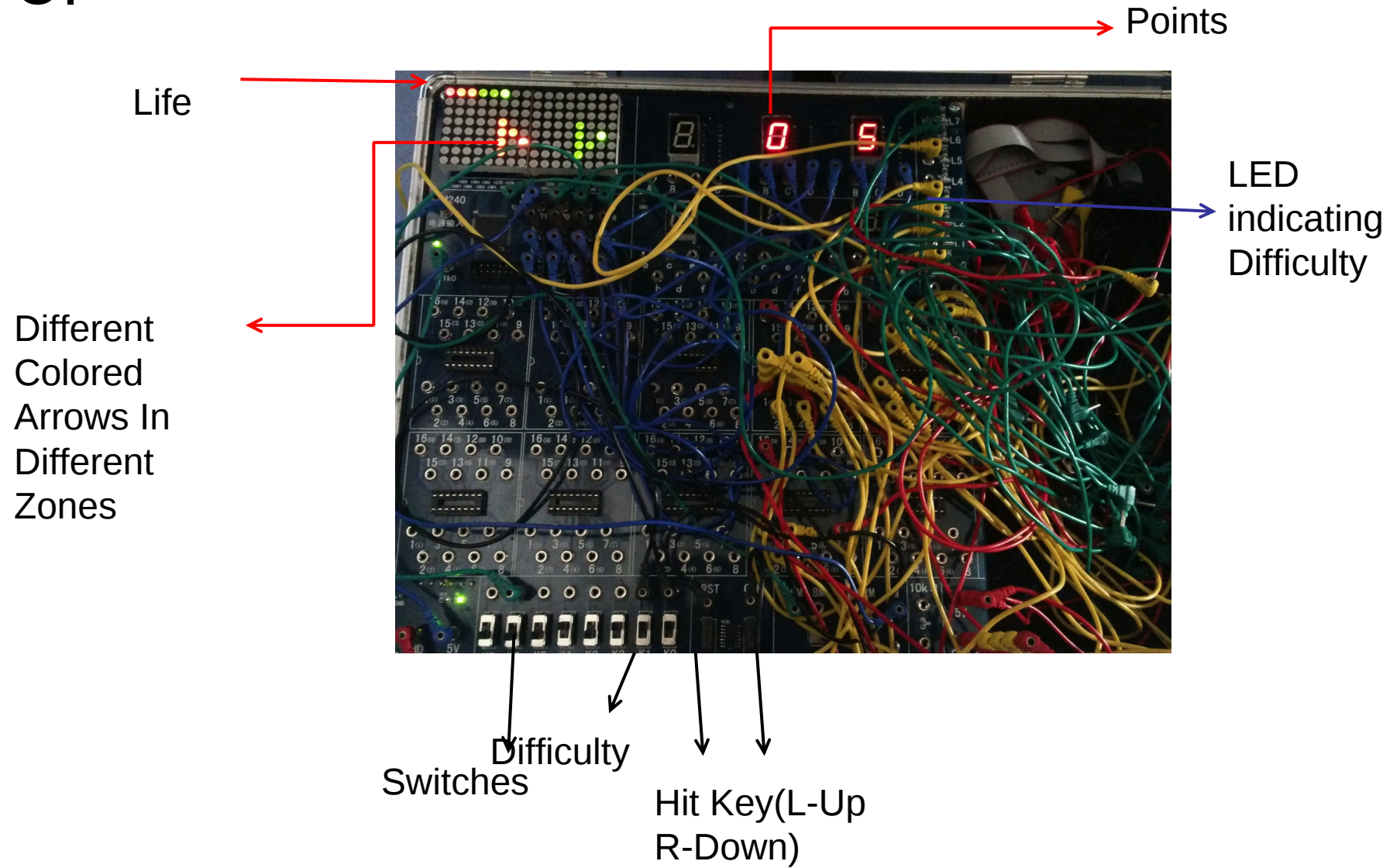
- 8×16 LED Matrix
- FPGA with 240 Logic Unit
- Digital Circuit, CMOS, TTL
- 6 Digital Tubes
- 8 Switches
- 2 Click Keys

Rules

- Four Parts
 - Up: Life
 - Green: Observation Zone
 - Orange: Hit Zone
 - Red: Invalid Zone
- ⦿ Users clicks the right key indicating the direction of the arrow in the hit zone to get 1 point.
- ⦿ Users will lose one life and all points he has got at a mishit.



UI



Design

➤ Module 1: Screen

- Persistence of Vision
- Light One Point at A Time
- High Frequency Scan

➤ Module 2: Logic

- 3 Variables to Describe: is_add, is_go, is_hit

➤ Module 3: Frquency Division

- Adjustment to Different Levels of Difficulty

Flow Chart

