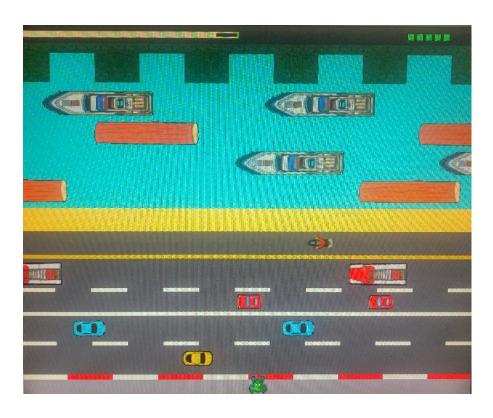
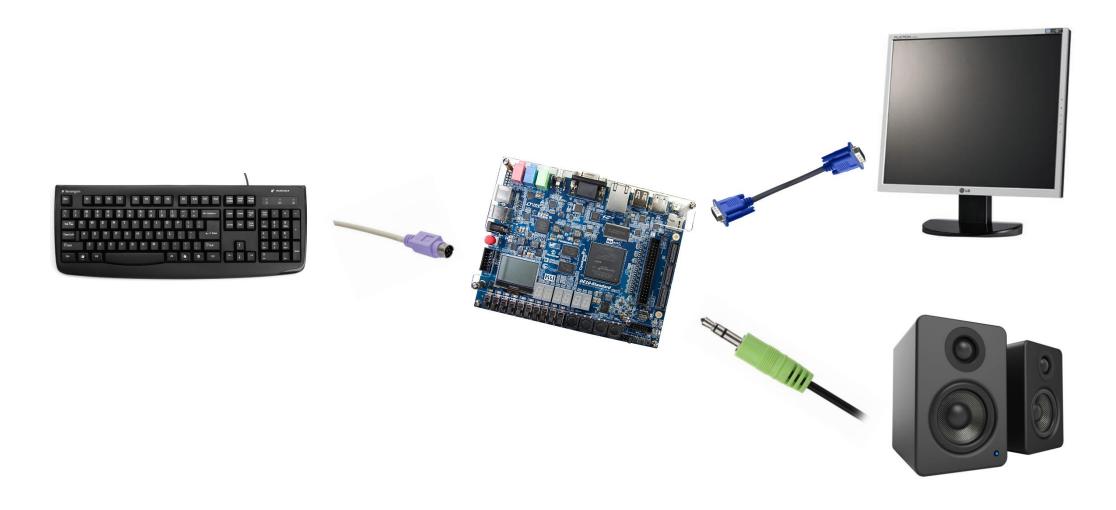
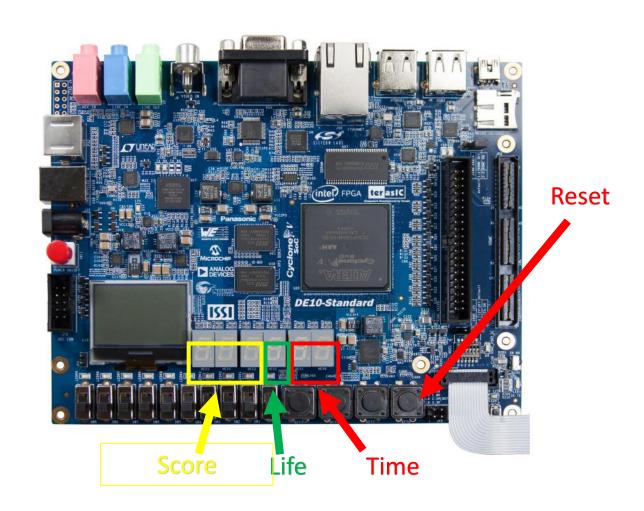
Frogger Game



Architecture And Interface



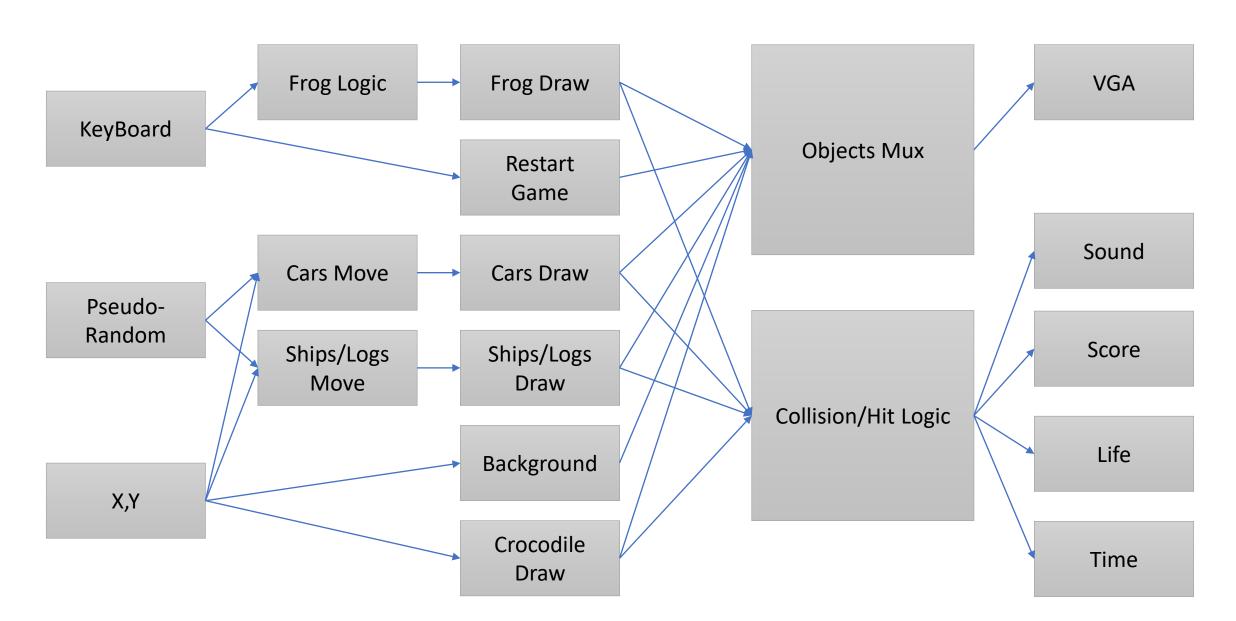
DE10



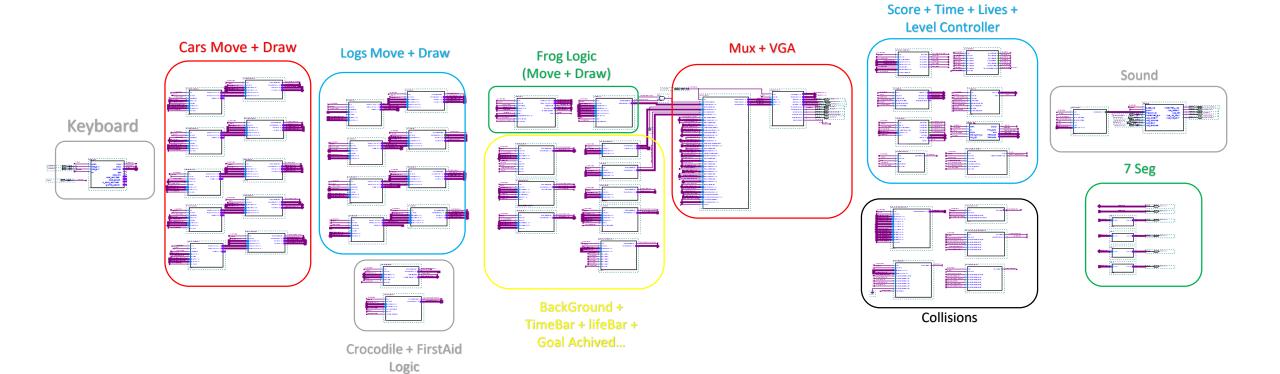
Keyboard



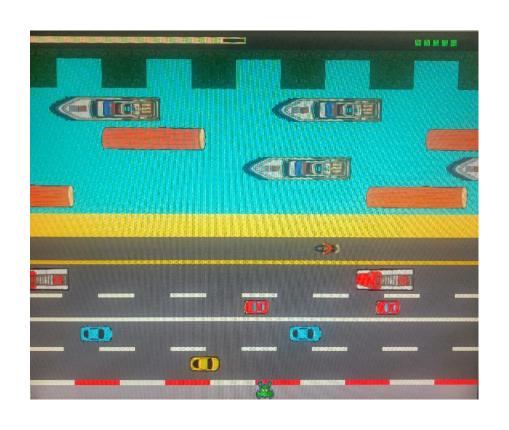
Block Diagram

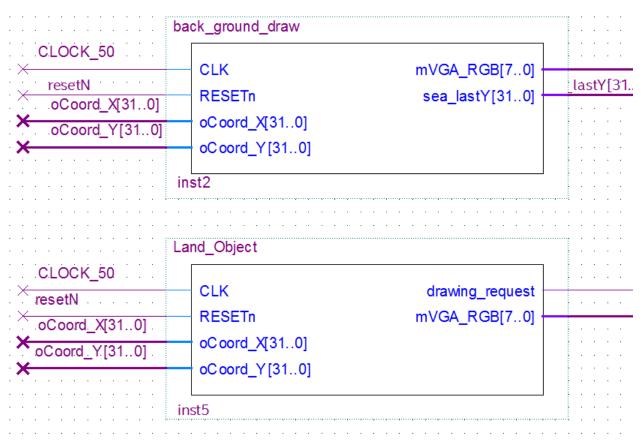


High Hierarchy



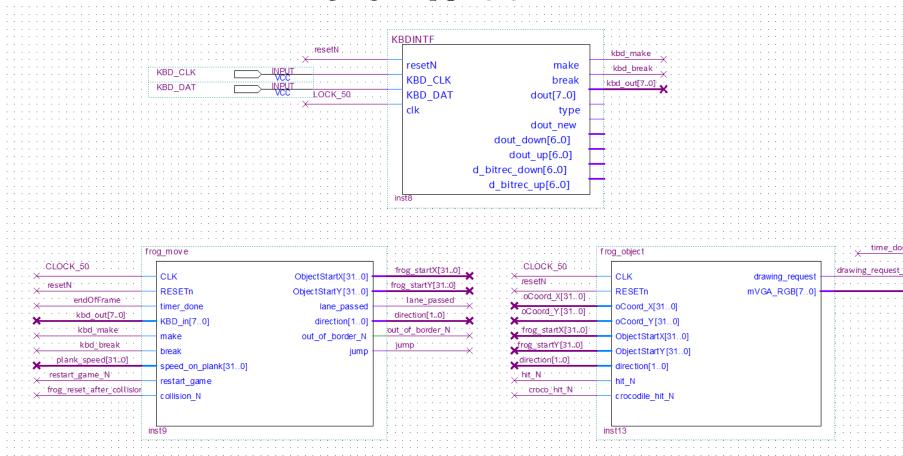
Graphics



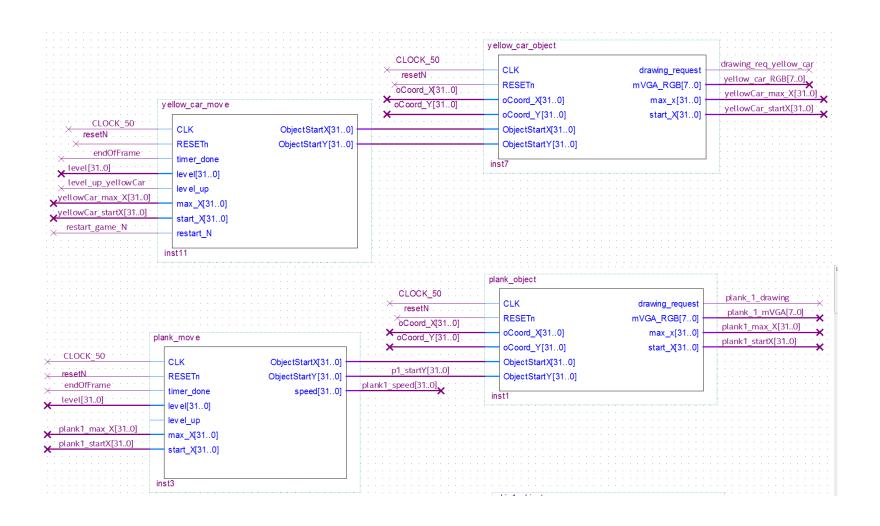


Keyboard + Frog Move/Draw

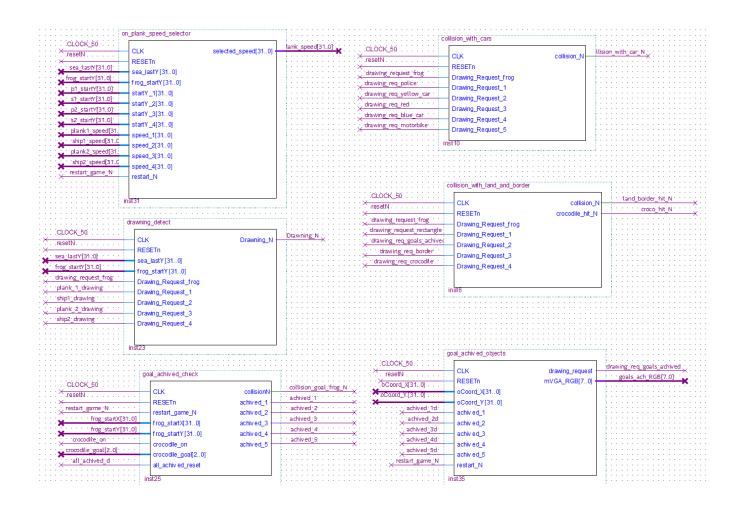




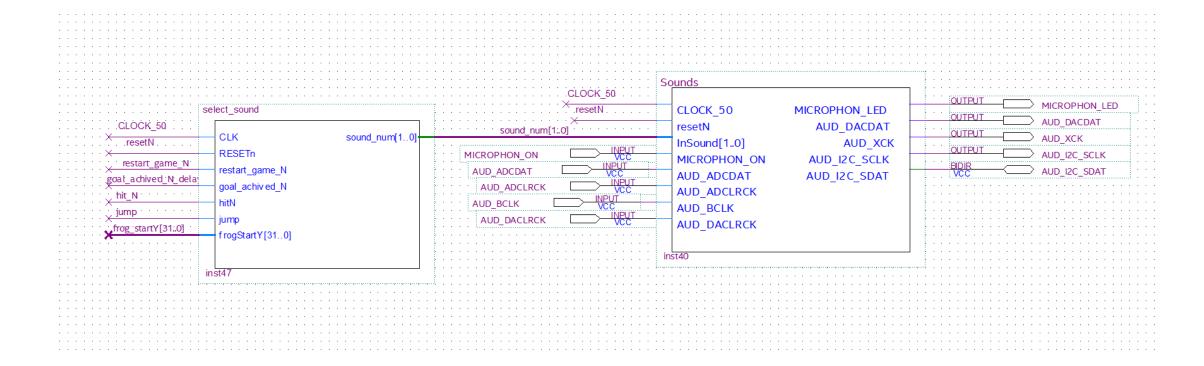
Cars & Trees Move/Draw



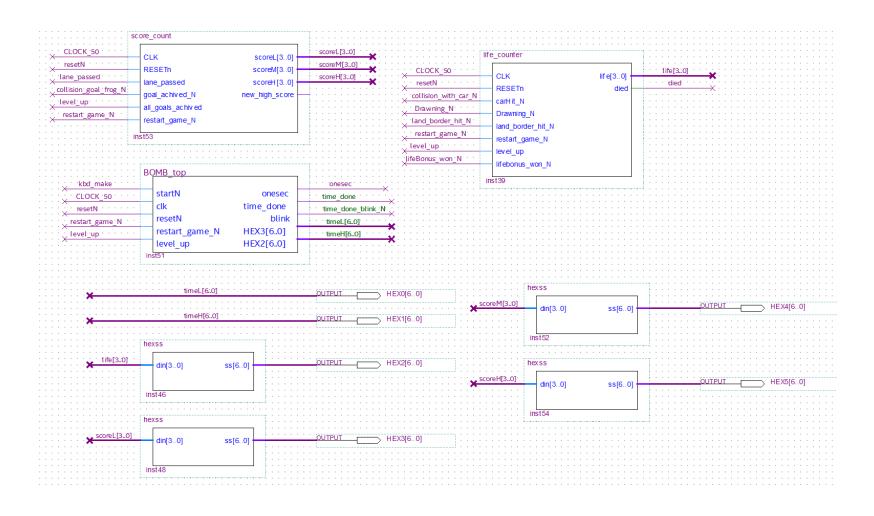
Collisions/Hits/Goals



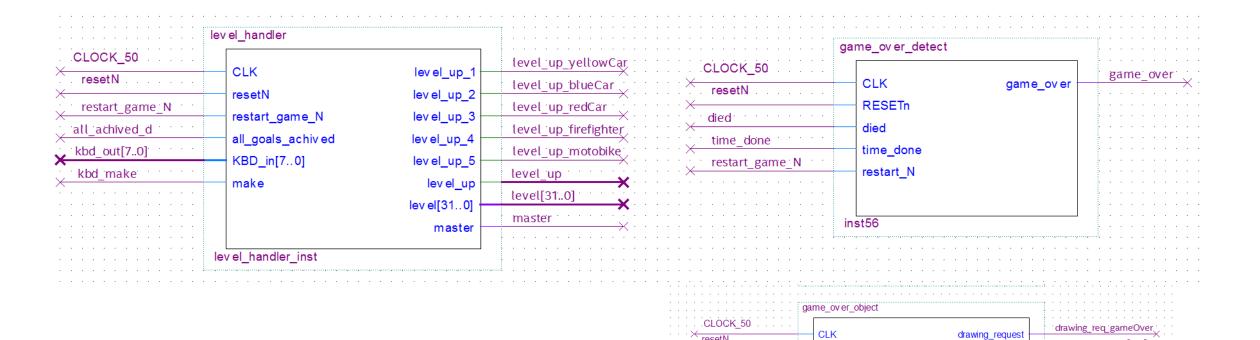
Sound



Lives, Score, Time and 7-Seg



Level Controller + Game Over



RESETn

kbd_out[7..0]

oCoord_X[31..0]

oCoord_Y[31..0] game_is_over

game over object inst

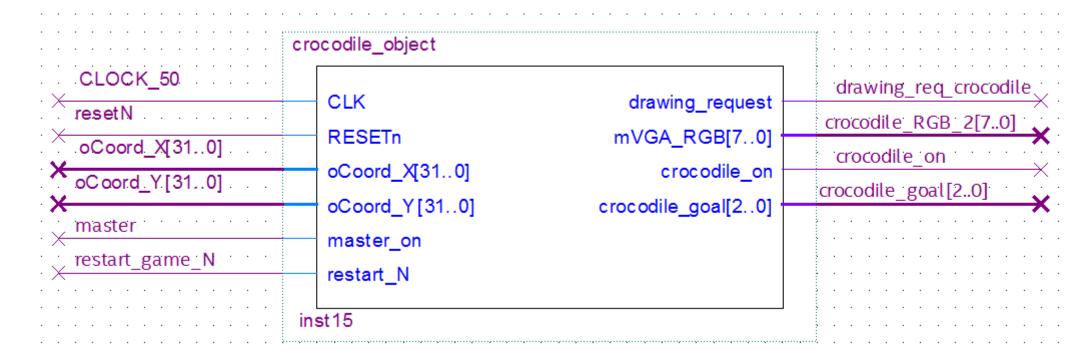
KBD_in[7..0]

mVGA_RGB[7..0]

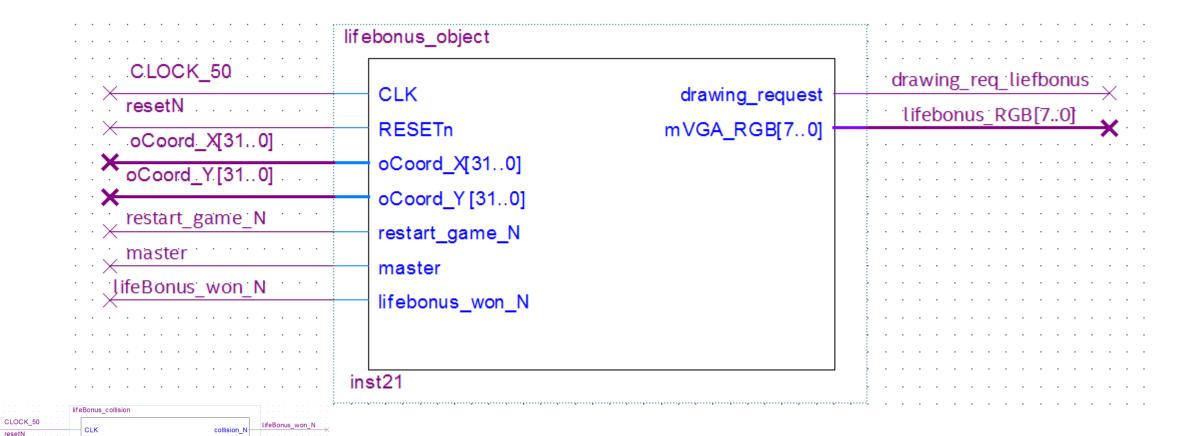
restart_game_N

Master Level

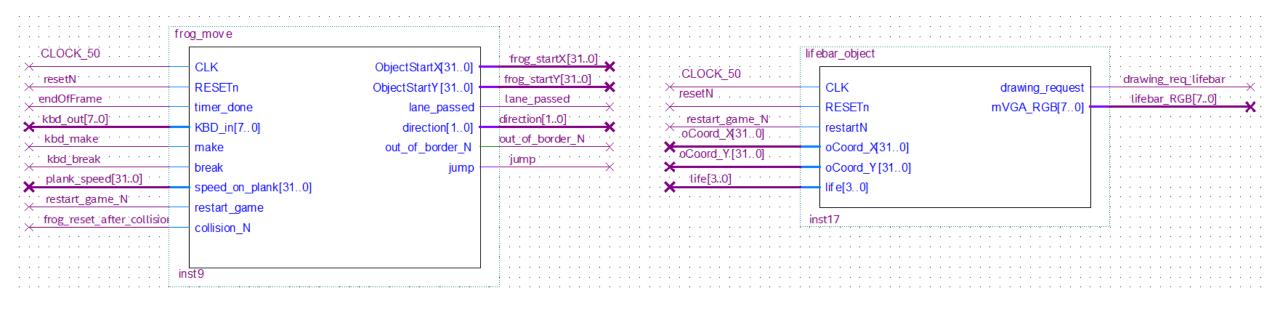




First Aid



TimeBar + LivesBar



State Machine

