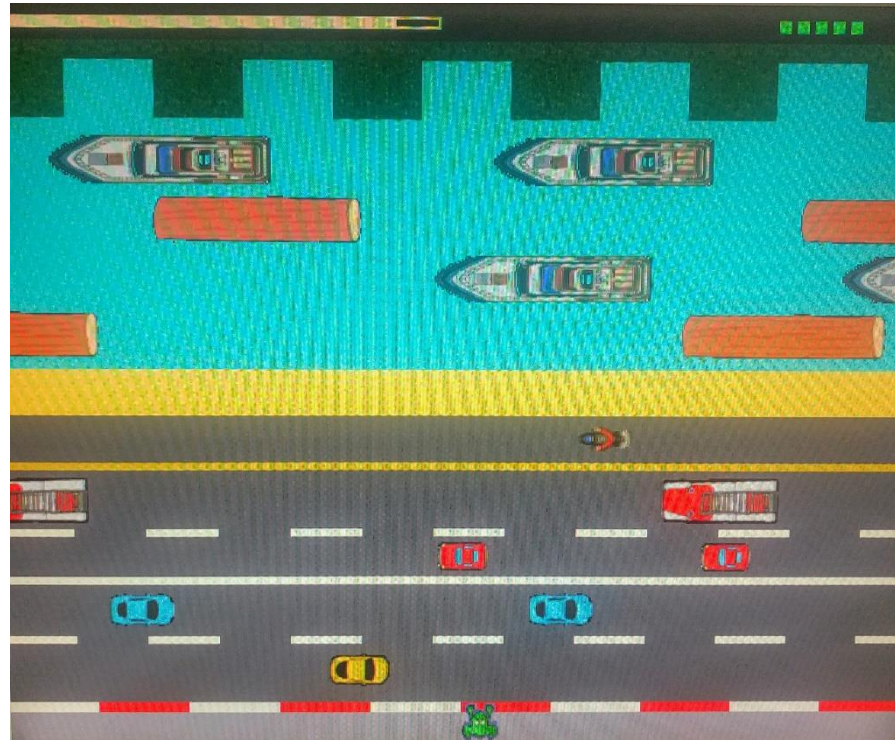
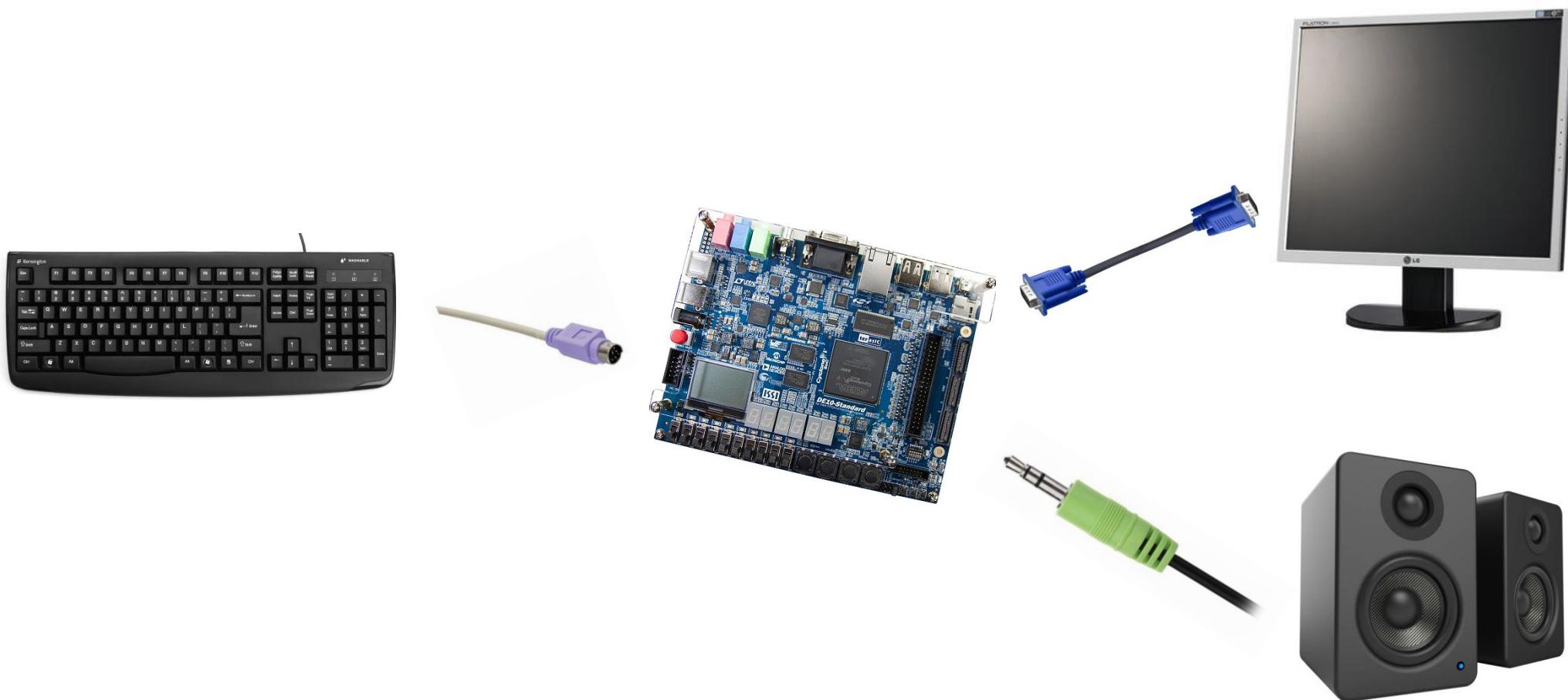


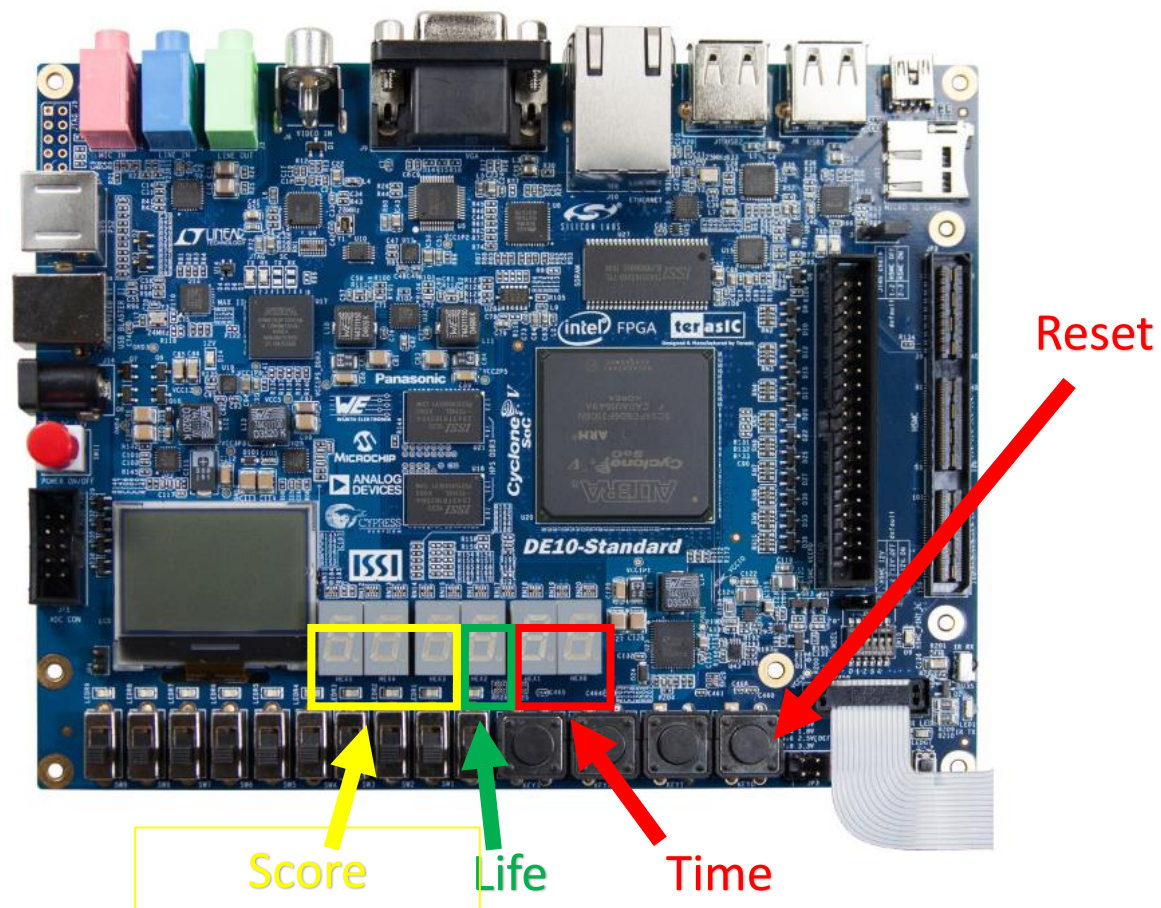
Frogger Game



Architecture And Interface



DE10

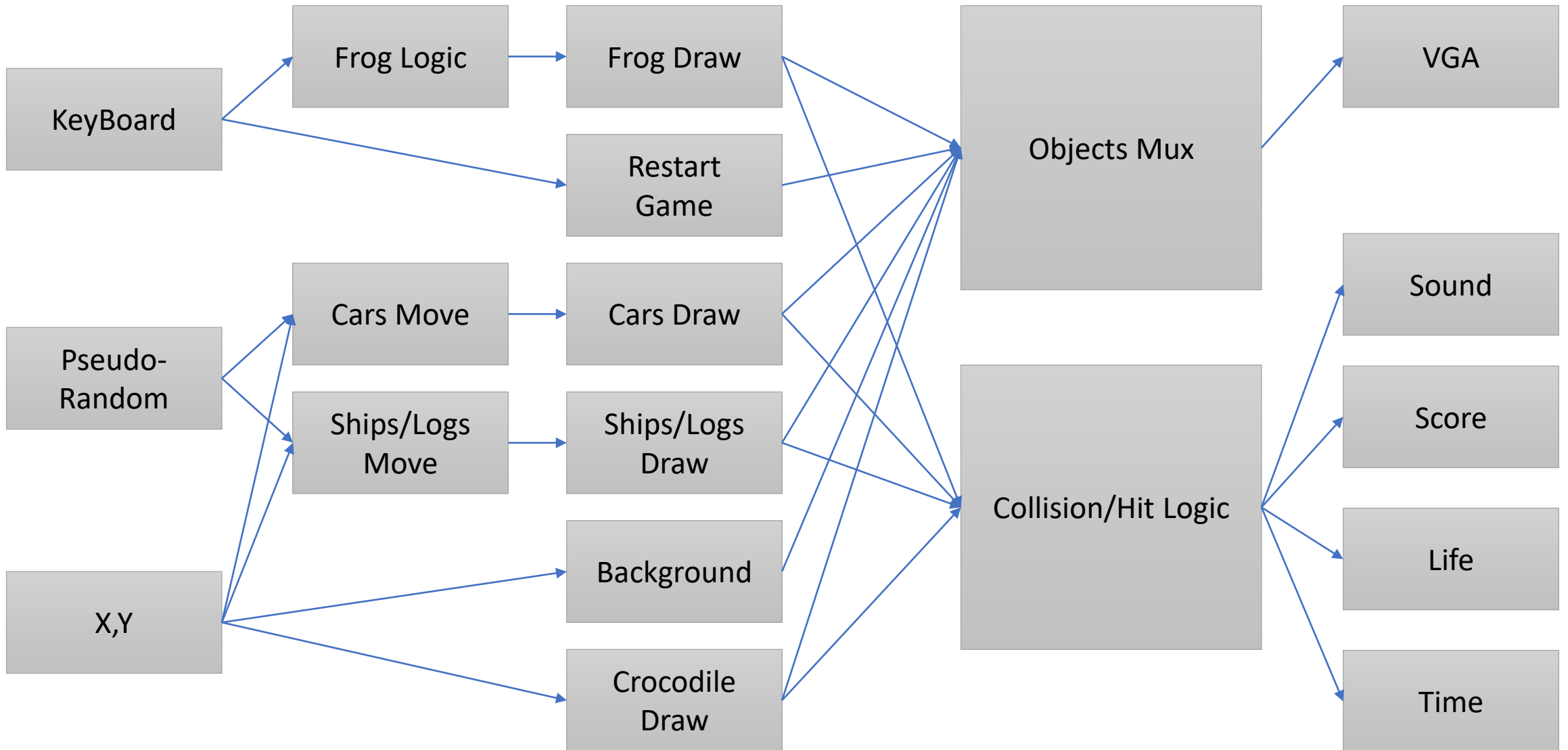


Keyboard

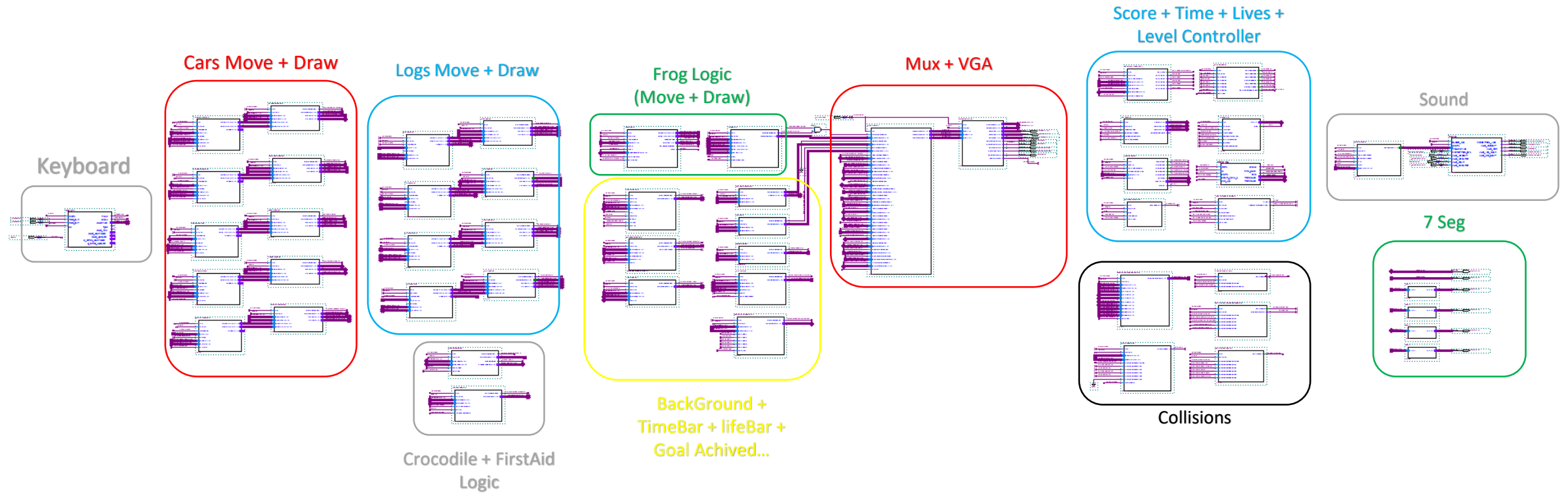


Frog
Movement

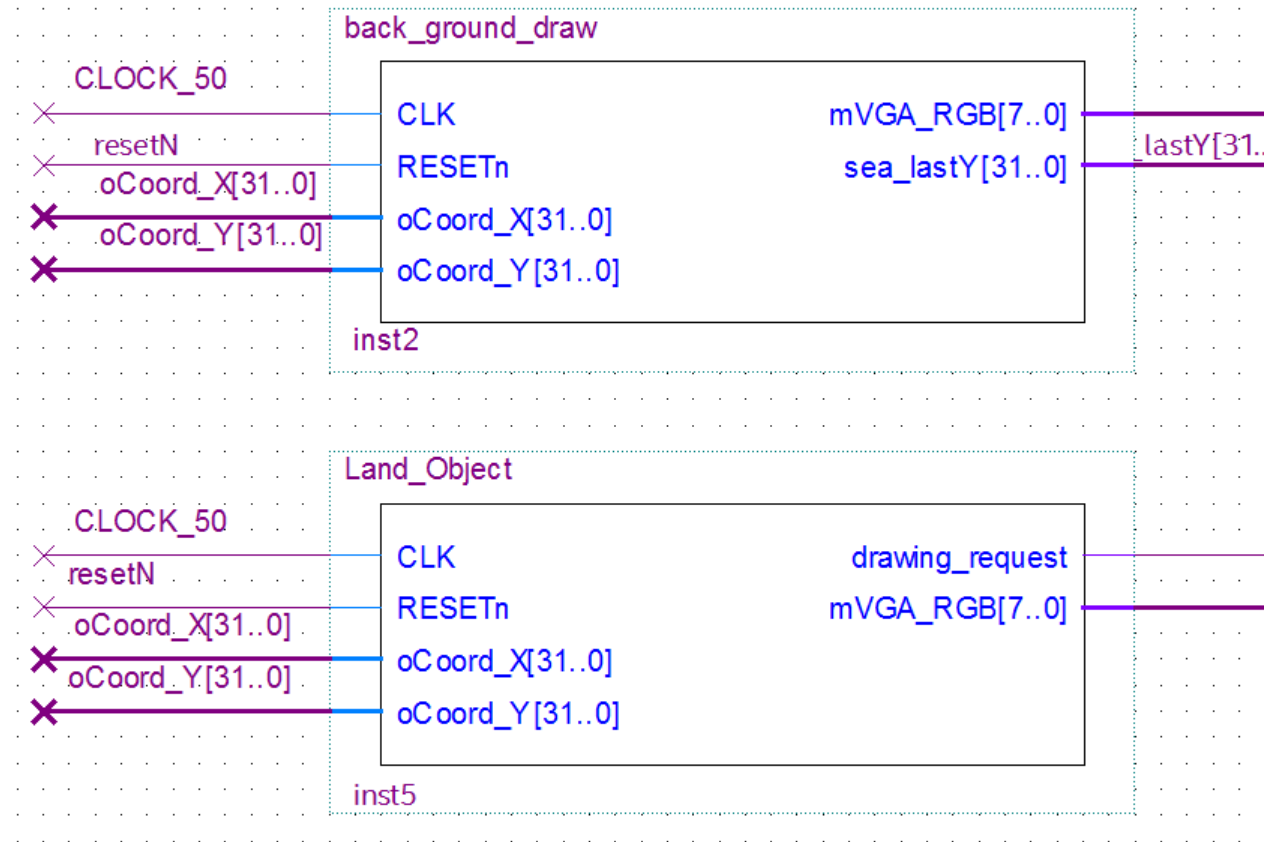
Block Diagram



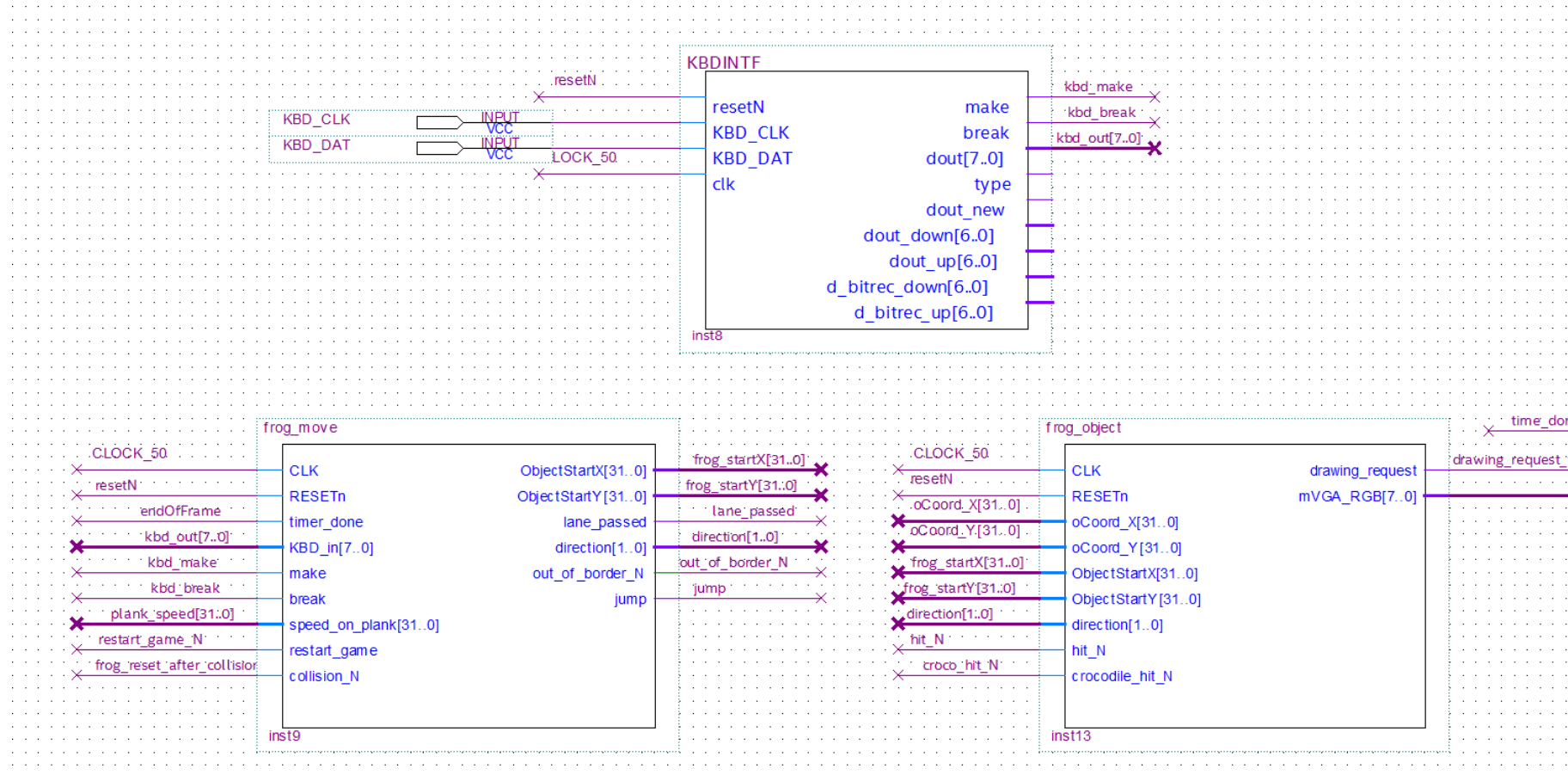
High Hierarchy



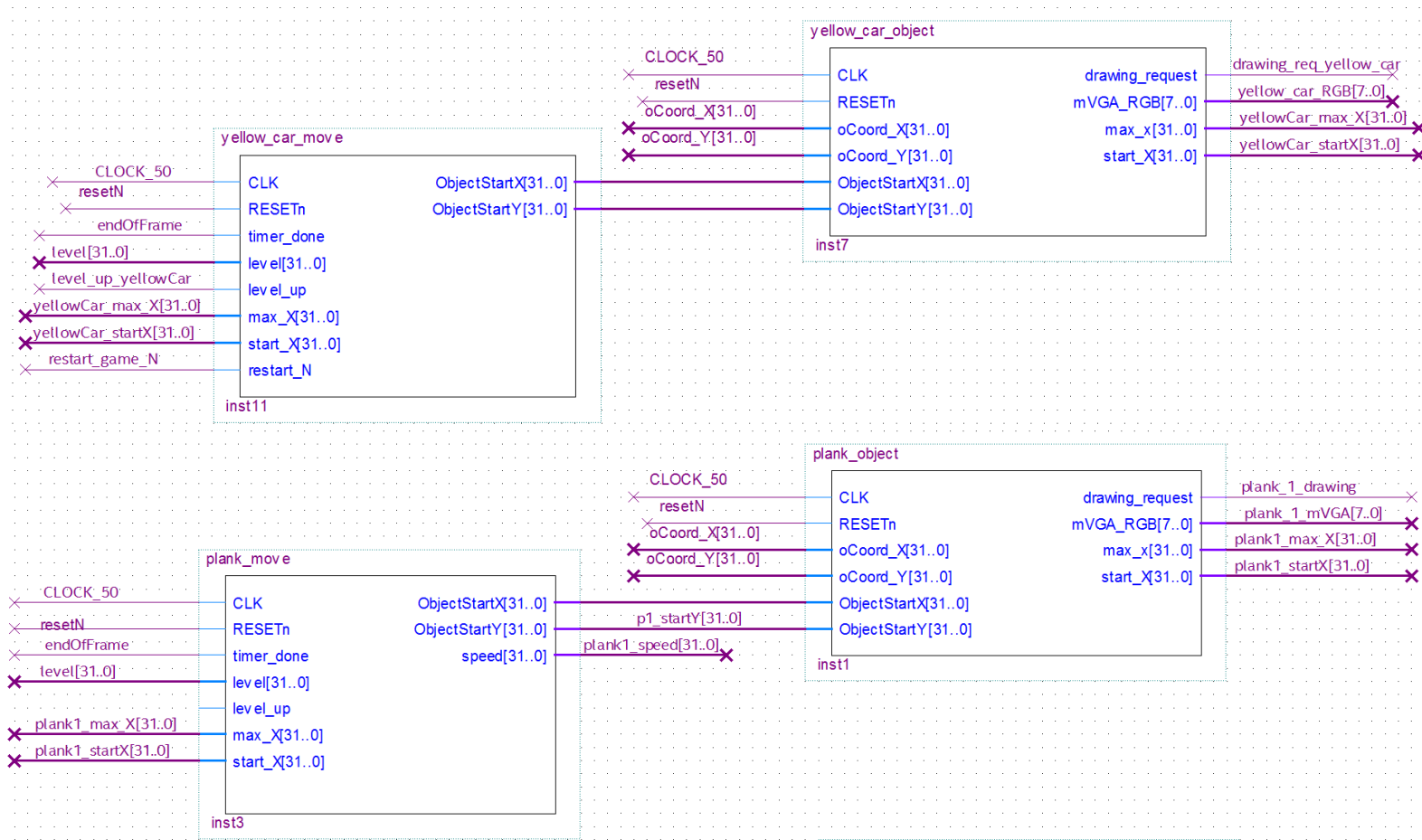
Graphics



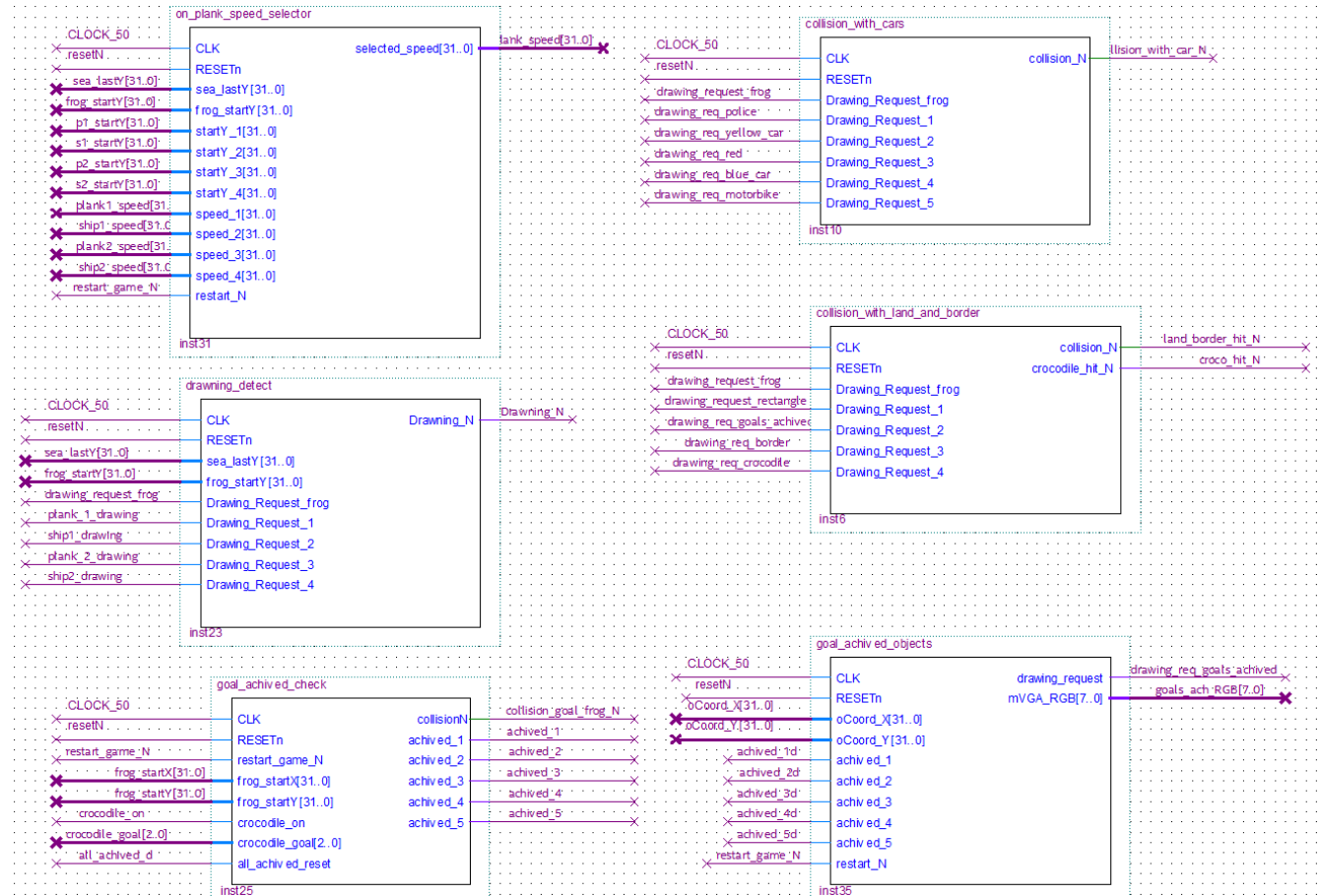
Keyboard + Frog Move/Draw



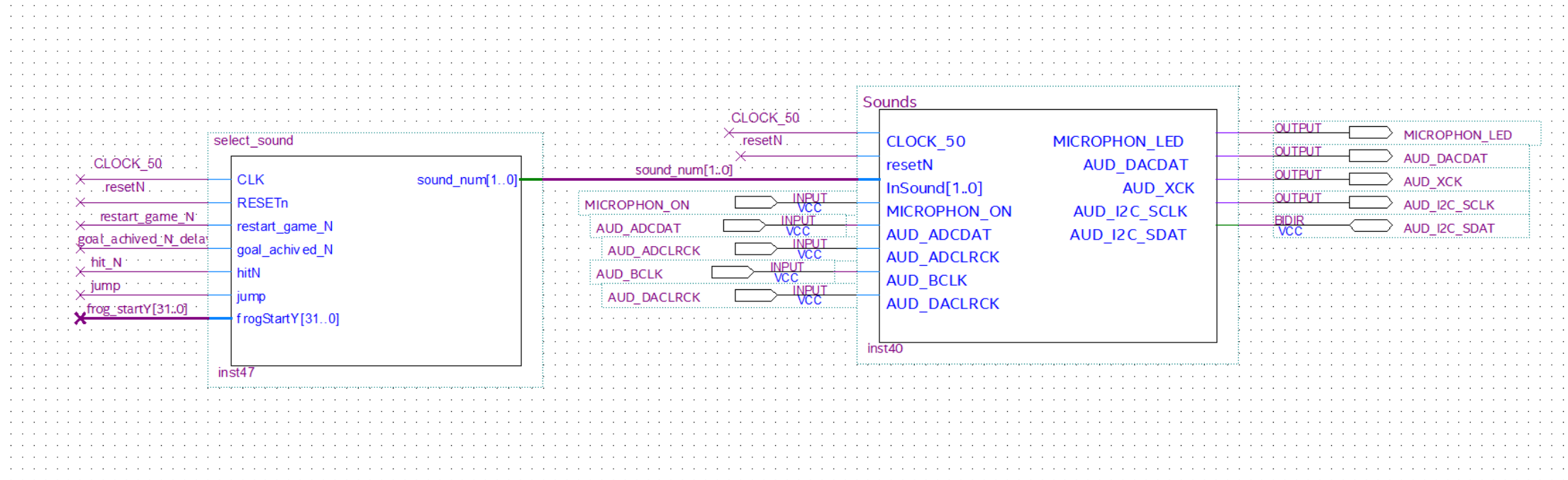
Cars & Trees Move/Draw



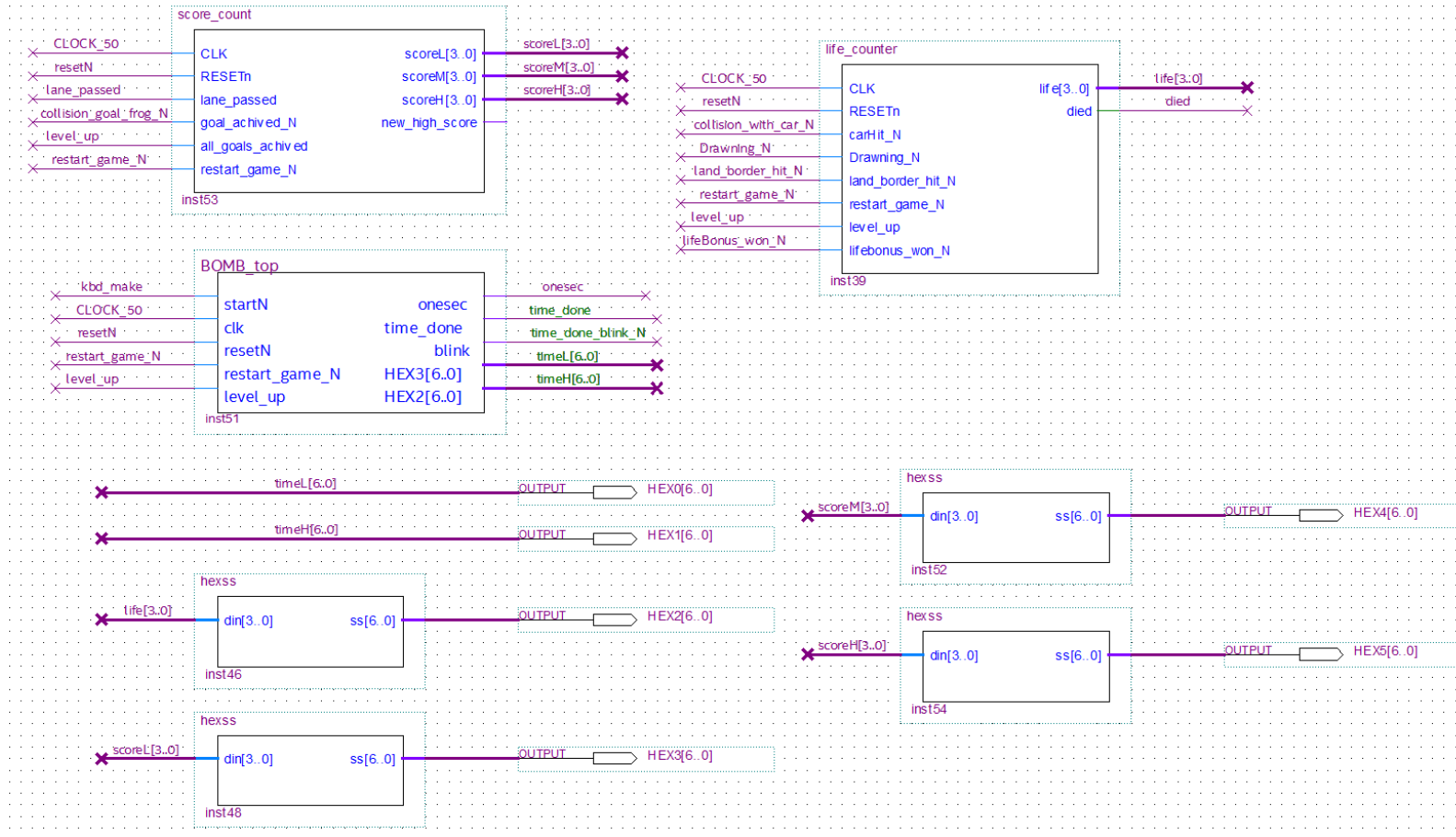
Collisions/Hits/Goals



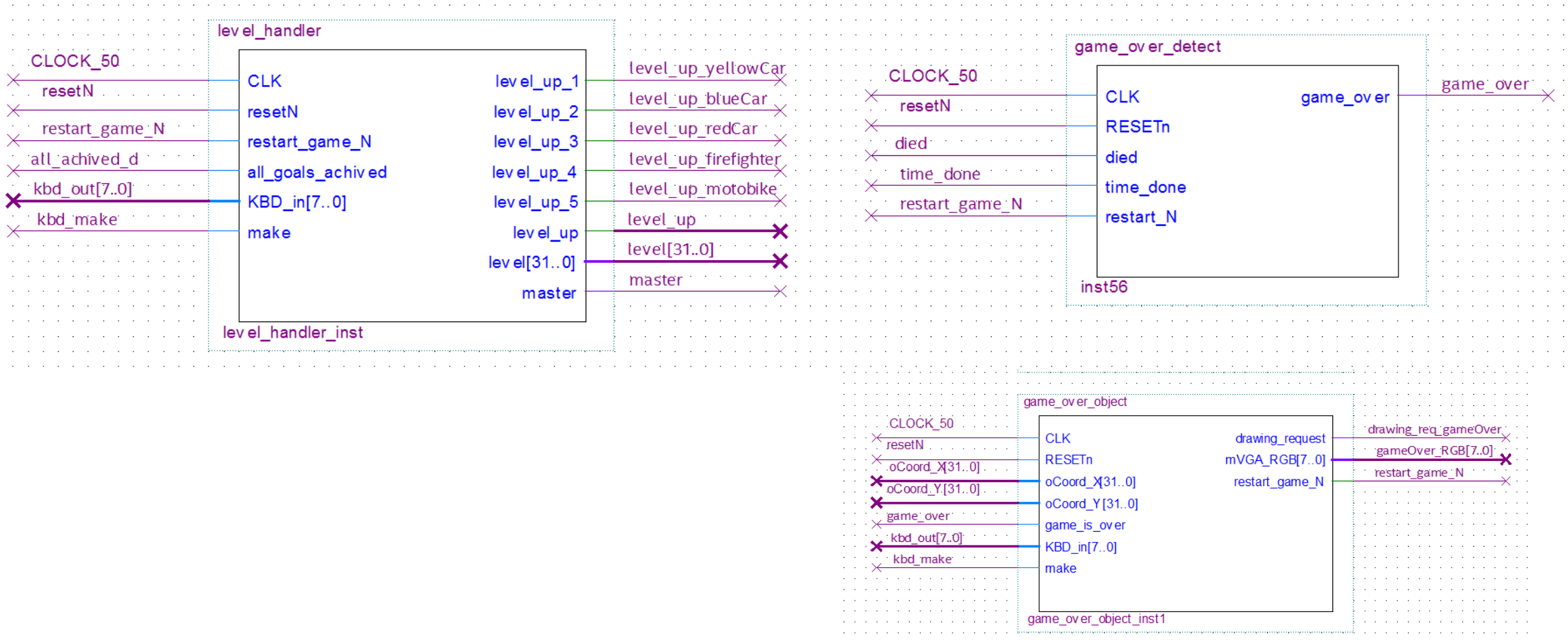
Sound



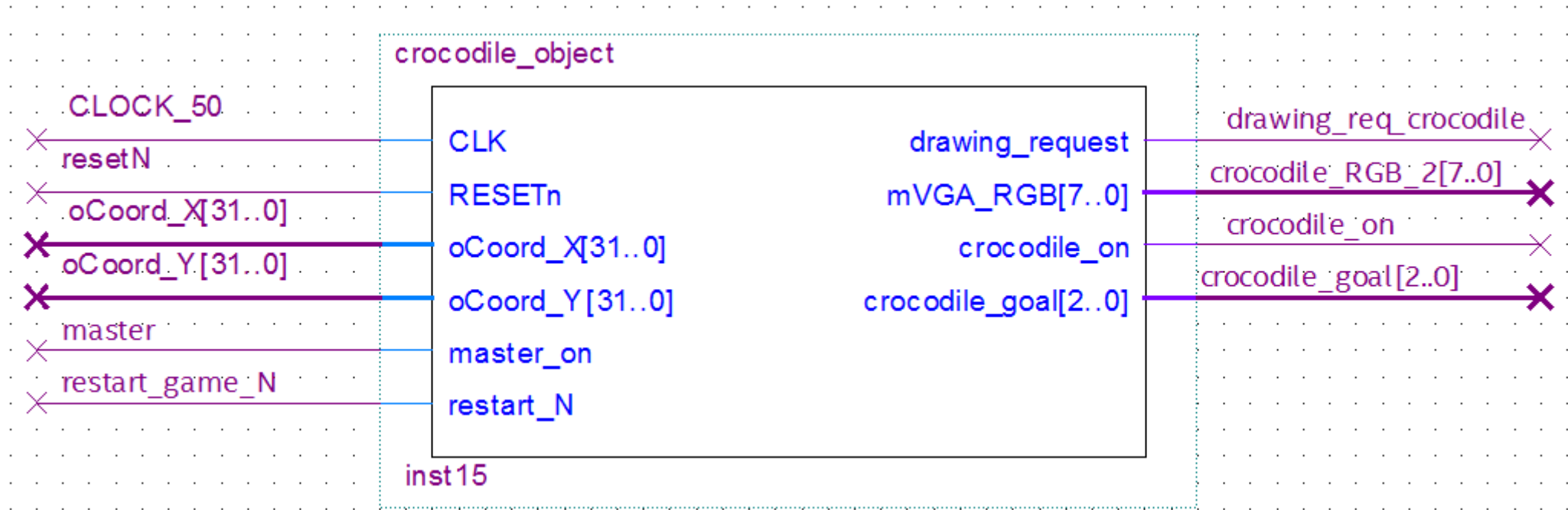
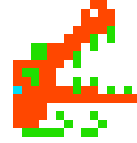
Lives, Score, Time and 7-Seg



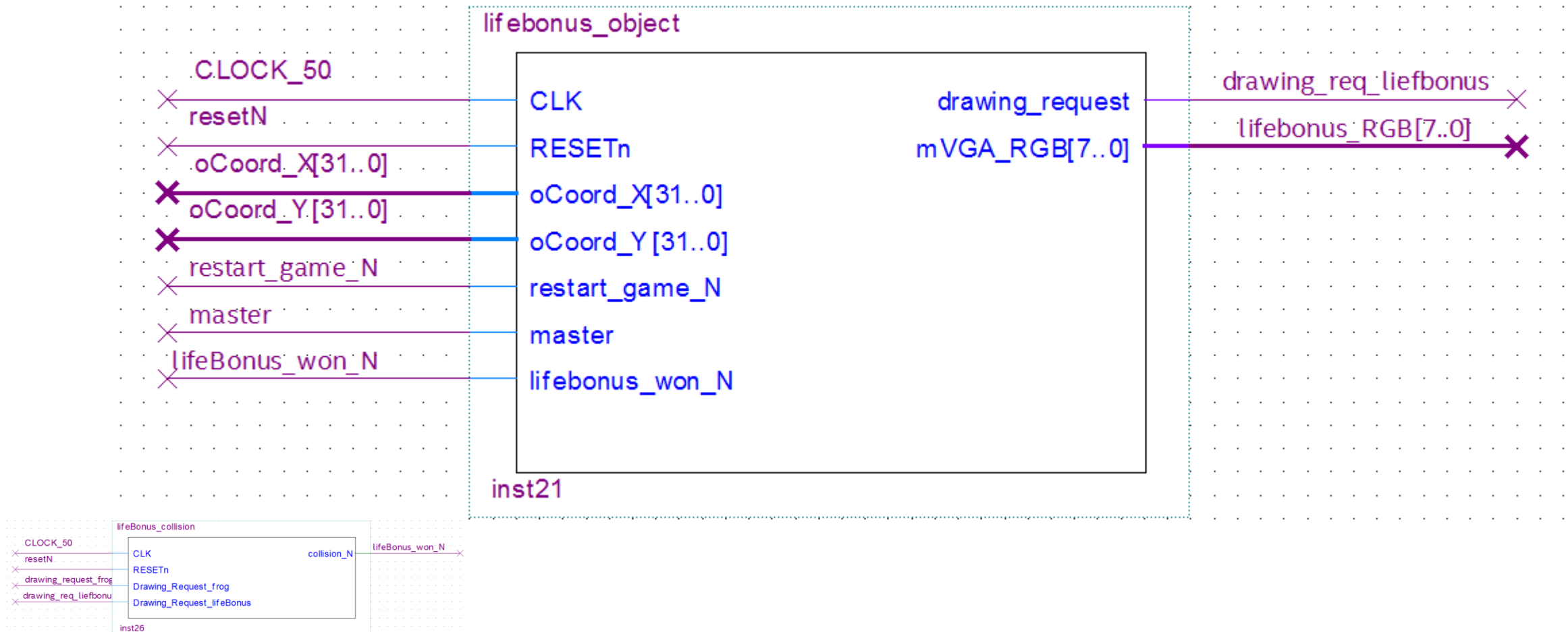
Level Controller + Game Over



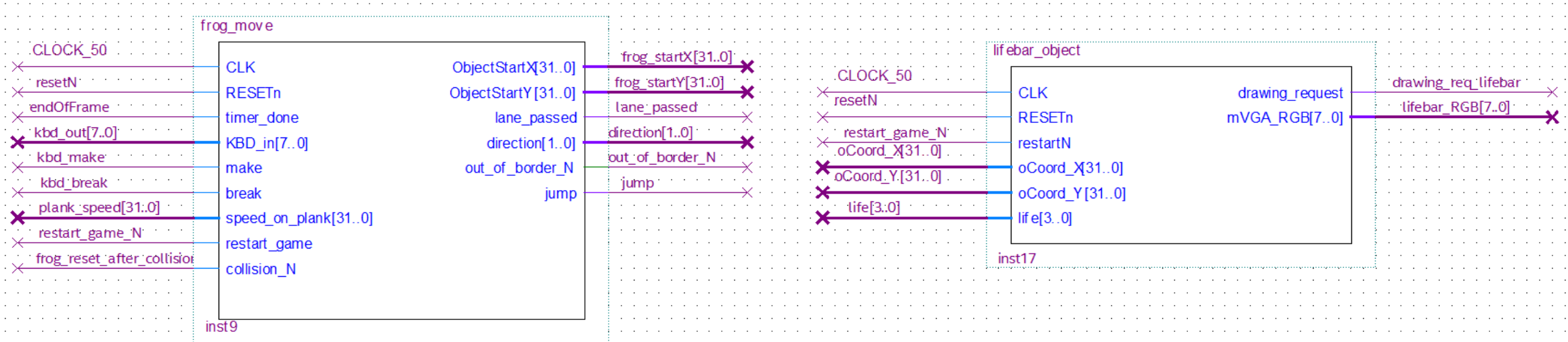
Master Level



First Aid



TimeBar + LivesBar



State Machine

