So, I’m trying to replace the mechanic of taking input from the players on who it should allow to store the values of. Currently, it stores the value of both player\_1 and player\_2 in their 4 bit position registers. But it doesn’t turn their respective enable bit array value to 1 until the player\_1\_play is enabled.

The player\_1\_play bit is enabled when reset is 0 and play\_1 is 1. After the player\_1\_play bit is enabled, the system takes the player\_1\_position and decodes it onto player1enable array. Now what?

All of the logic works on the enable signals. Not the encoded position. So, I am a bit loose with the encoded position.

Well shit I could have just assigned the hue to the encoded positions and then returned either of the plays as true when I pushed the select button. Would have made things a lot easier. (That’s what you get when you get some one else’s code and don’t understand it. Made a lot of mistakes and not focusing on the dld project and picking shitty partners is one of them).

Khair I think I can still work with this.

So, let’s say the player presses the select button and then the player position bit is assigned to the select position. Now what? Now what should happen is that the player\_position bit will be enabled.

I need a bit that tells the fsm that a position has been selected so that the fsm can move on to the next state. But first, I need to understand this code which is a bit broken in its own right.

The two flags that it is this player’s turn and that this player has made a move: we need to get the turn variable from the fsm controller and the player has selected from the input encoder. Right now play 1 is input and player position is output. Play 1 is before the player makes a move. We need the input flag to take the move afterwards. The second flag that states that the player has made a move needs to come from the input encoder rather than the fsm controller.

Implemented what I thought would work and it works on some level. I can put a green mark wherever I take my select position and press the middle button so that’s cool. But the two main problems are that

1. It starts from 1 position being checked to green.
2. It never switches from green to red.
3. No win conditions etc. are being checked, the fsm controller isn’t working I guess.