Design of an Electronic Hangman Game

EE316: Computer Engineering Junior Lab
Olaoluwayimika Olugbenle, Aidan Collins, and Aydan O'Brien
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1. Introduction

In this design, the design of an electronic Hangman Game [1] is presented. Using Python, a GUI for the game is designed, and electronic peripheral (LCDs and 7 Segment Displays) are used to display guesses and keep track of the number of attempts left, respectively. The FPGA used was Altera's DE2-115 [2].

3. Results

Project Demo

4. Conclusion

The designed system functions as expected. Using UART, the PS2 Keyboard writes to the PC, while the PC writes to the LCD and 7-Segment display as the game progresses.

2. Methods

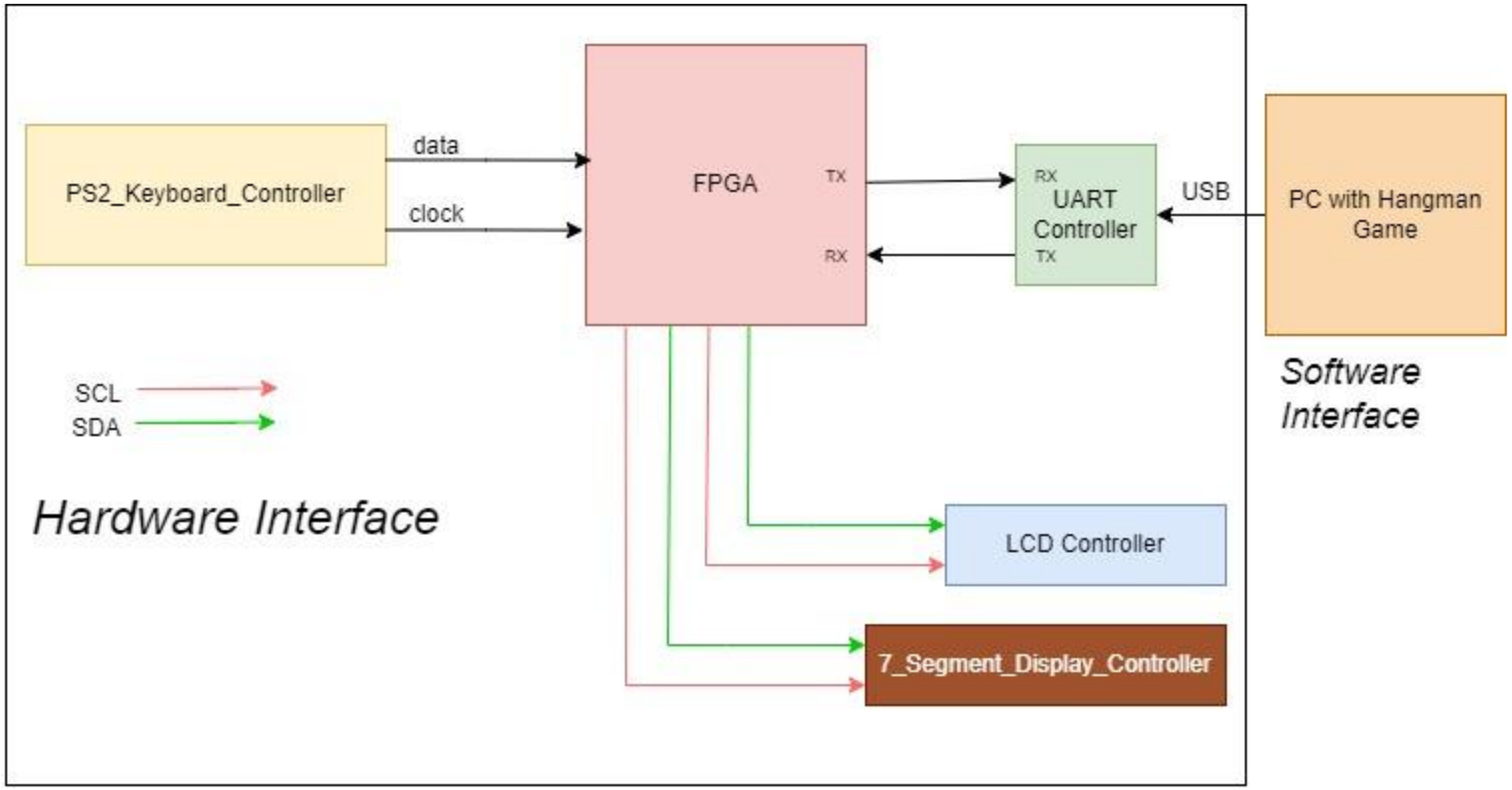

Figure 1: Functional Block Diagram of System

5. References

[1]https://github.com/olaoluwaolu/ElectronicHangmanGame
[2]"All FPGA boards - cyclone IV - altera DE2-115 development and Education Board," Terasic, https://www.terasic.com.tw/cgi-bin/page/archive.pl?Language=English&No=502 (accessed Feb. 10, 2024).