CSE 590

PROJECT 2 : GUESSING GAME

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Working of: GUESSING GAME on Basys 3 Board

Once you program the basys board using vivado, the board displays 'PL-1' , on the seven segments .

Now use the first 4 slider switches to put in numbers one by one. Let us label the switches as D3 D2 D1 D0 (D0 being the LSB).

The latching of the digits using slider switches is done in such a way that, after pressing D0 press the Right button , D1 & down button, D2 & upper button and D3 and the left button.
In other way, the above latching is shown below:

D3   :   Left
D2   :   Upper
D1   :   Lower
D0   :   Right

After the PL-1 puts in the number, press the center button, and the display changes to PL-2, now tries to guess the number by following the same latching procedure as PL-1.
After entering the number press the center button, if the answer matches the LEDs blink in celebration. If not, it'll indicate the following: 2-LO   ------ Number PL-2 input is less
                                                                    2-HI   ------ Number PL-2 input is greater

The number of tries is displayed only after the PL-2 has guessed PL-1's number correctly.