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Creating Value
Leveraging Knowledge

Design and Implementation of Electronic Dice Game

Review I Presentation

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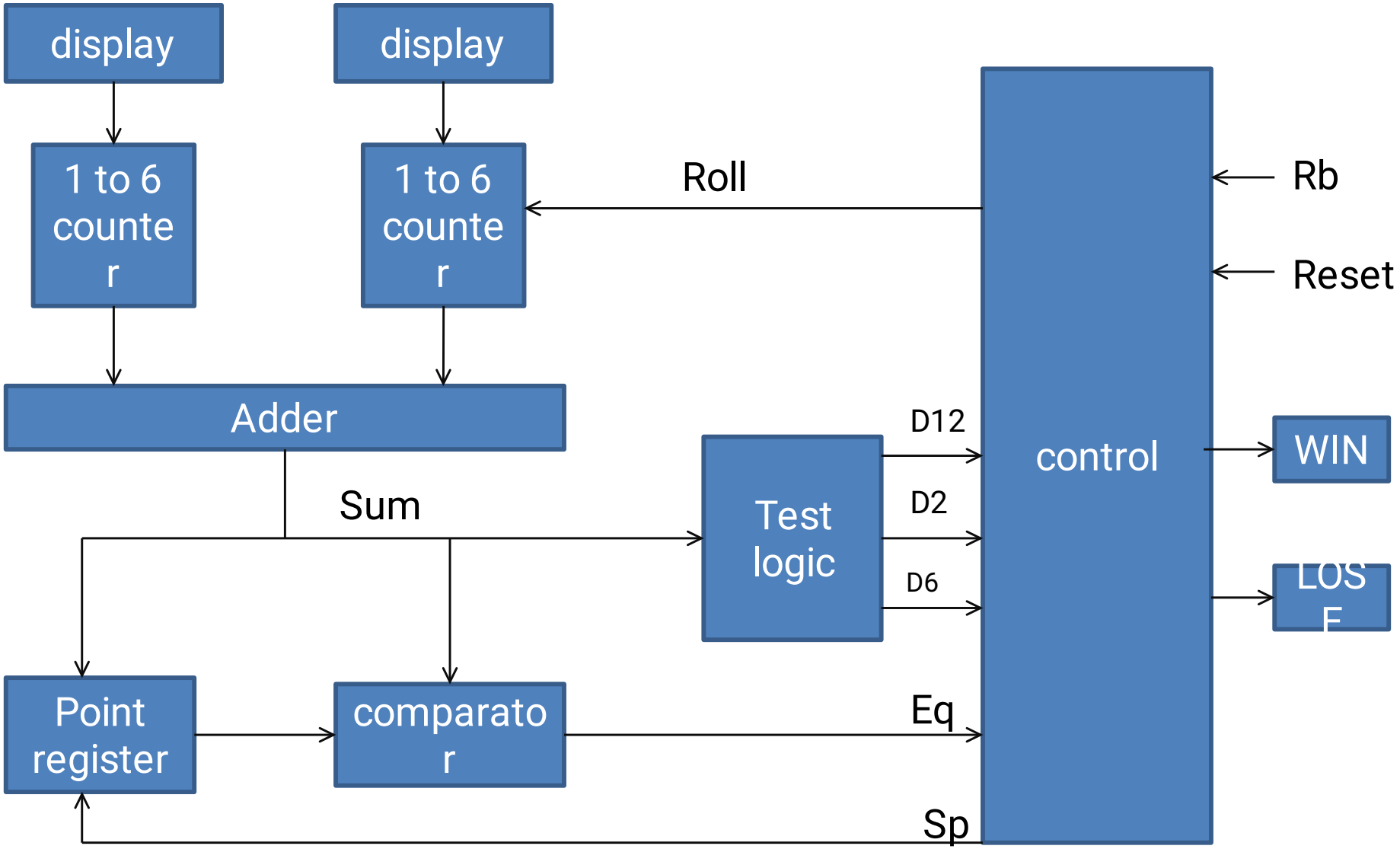
Introduction

- Electronic dice game is popularly known as craps in the united states.
- The game involves two dice, each of which can have a value between 1 and 6.
- Two counters are used to simulate the roll of the dice. Each counter counts in the sequence 1, 2, 3, 4, 5, 6, 1, 2, ... Thus, after the roll of the dice, the sum of the values in the two counters will be in the range 2 through 12.
- The rules of the game are as follows:

1. After the first roll of the dice, the player wins if the sum is 12. The player loses if the sum is 2. Otherwise, the sum the player obtained on the first roll is referred to as a point, and player must roll the dice again.
2. On the second or subsequent roll of the dice, the player wins if the sum equals the point, and he or she loses if the sum is 6. Otherwise, the player must roll again until he or she finally wins or loses.

Block diagram



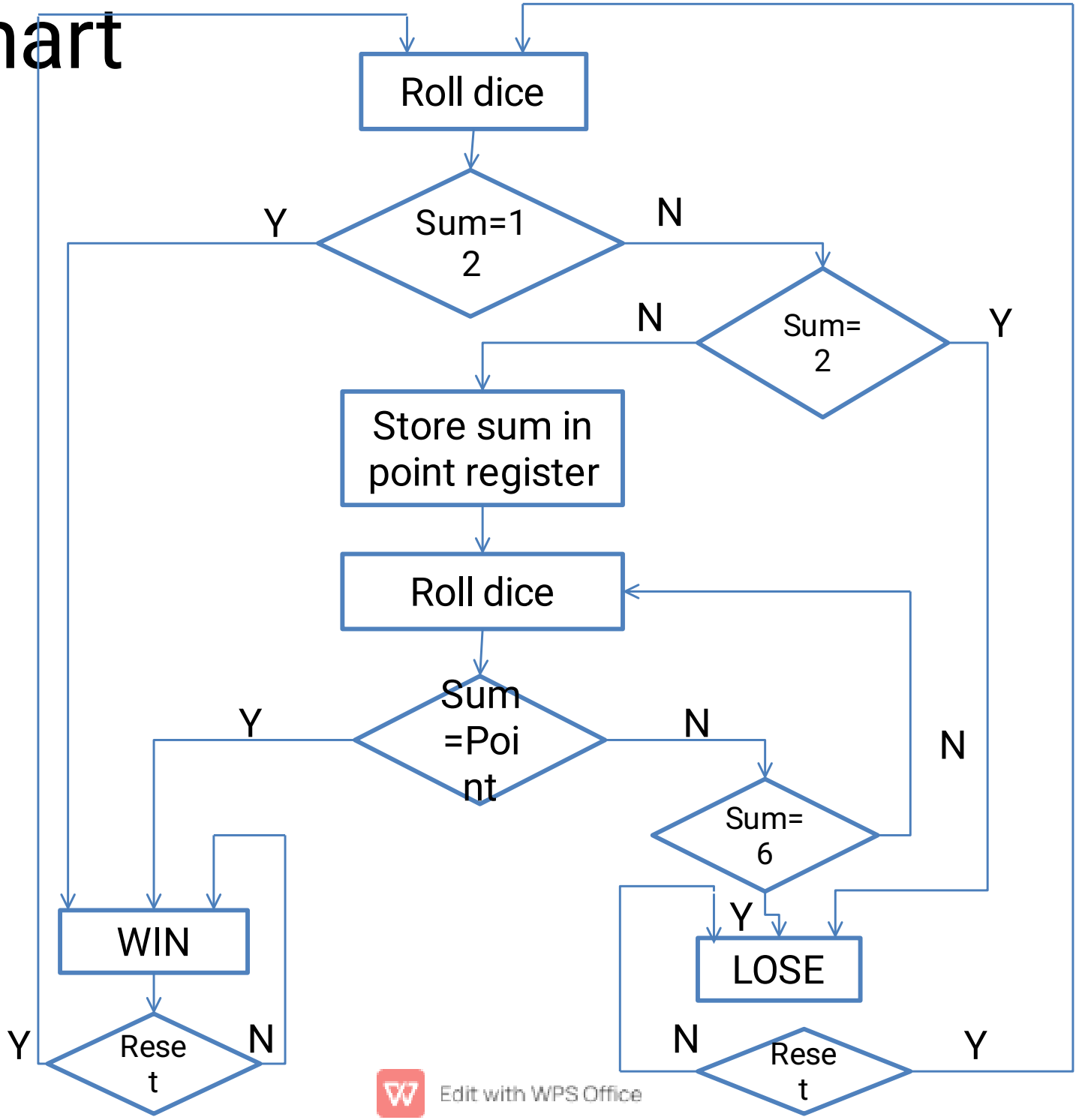
➤ Input signals to the control circuit are defined as follows:

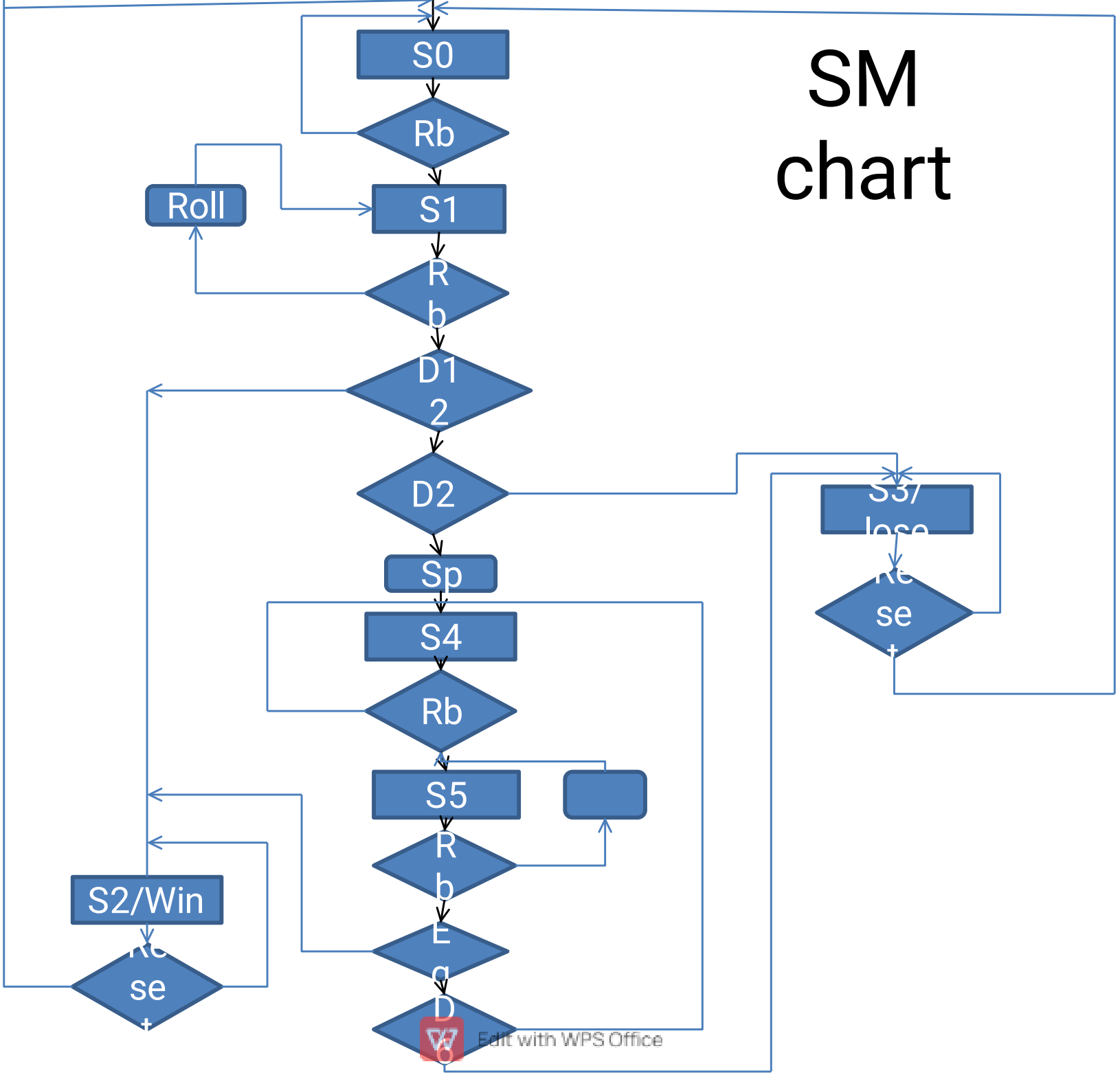
D12=1 if the sum of the dice is 12
D2=1 if the sum of the dice is 2
D6 =1 if the sum of the dice is 6
Eq=1 if the sum of the dice equals the number stored in the point register
Rb=1 when the roll button is pressed
Reset=1 when the reset button is pressed

➤ Outputs from the control circuit are defined as follows:

Roll=1 enables the dice counters
Sp=1 causes the sum to be stored in the point register
Win=1 turns on the win light
Lose=1 turns on the lose light

Flowchart




SM chart
S0
Rb
Roll
S1
R b
D1 2
D2
Sp
S4
Rb
S5
R b
S2/Win
se t
Edit with WPS Office

THANK YOU