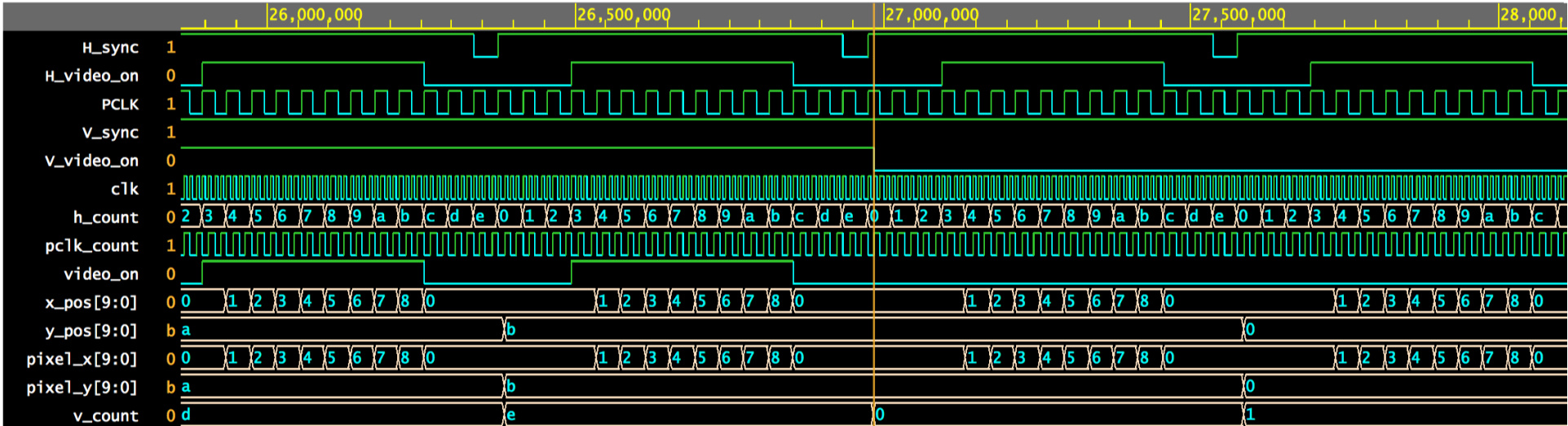


In order to simulate on EDA playground, I had to adjust the constants such as `h_display` (set to 9 instead of 640) and `v_display` (set to 16 instead of 480)



Text