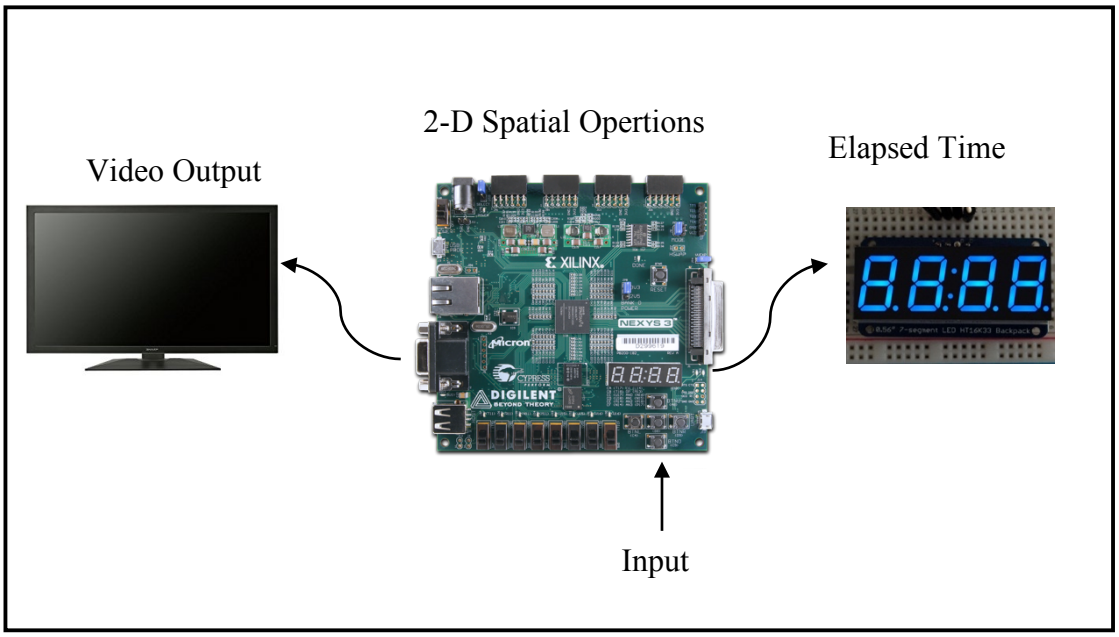
EE240 FINAL PROJECT PROPOSAL
FPGA BASED DUNGEON ESCAPE GAME

Main Goals:

As a final project of EE240, the project aims to put together all we learned about Digital Design throughout this course. Our purpose is to build an FPGA based system that is controlled by a user, and to generate video frames and other outputs (VGA monitor, 7-segment display, and LED's) along with performing 2-D spatial operations. Inspired by old video games, the objective of player is to bring the object to the exit of the dungeon. The 2-D map has several dangers and obstacles that one must avoid. The 7-segment display indicates elapsed time in seconds, and push button resets the game.

System Architecture:



Required Tools:

- Nexys 3 FPGA Board from DIGILENT.
- Xilinx ISE and Modelsim software.
- A PC (to/on which all of the above will be connected/installed).
- A Display (VGA-compatible monitor or 7-segment LED display)

Project Members:

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