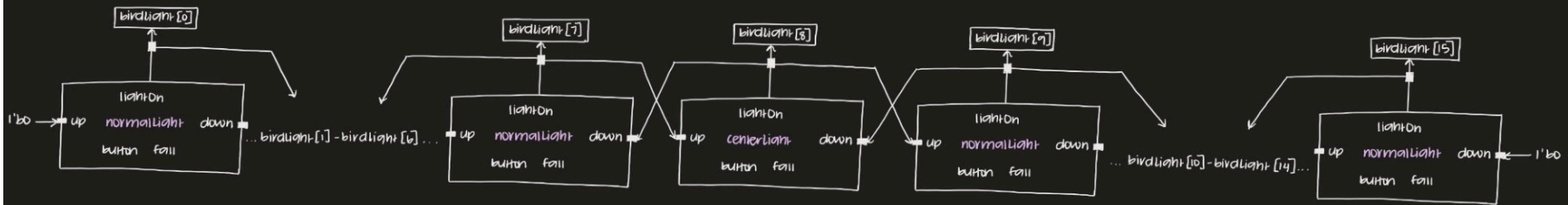
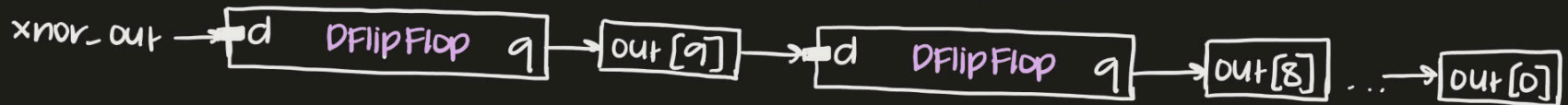


(button and fall are bivalight inputs, used as normal light & centerlight inputs too. more info on inputs in DE1\_SoC block diagram. outputs [15:0] bivalight)



(d is LFSR input from different module. outputs [7:0] out)



(outputs [9:0] userIn, output of generatePattern module)



(outputs score and gameEnd, outputs of module counter)

