

DLD PROJECT PROPOSAL

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1 Project Idea A: Main Idea

1.1 Project Title

Add project title here

1.2 Project Description

A description of the project in words, stating what your system is going to do. Describe the project and target user groups of the project, show block diagram, identify system input peripheral (i.e. switches, buttons, any sensor, keyboard, mouse).

1.2.1 Prototype(s) Prototyping gets ideas out of your head and into the world. A prototype can be anything that takes a physical form—a wall of post-its, a role-playing activity, an object or wireframe (See Figure 1, 2, 3). Imagine any snapshot of your project in action and try to bring that snapshot to life using props. Though you do not have to implement it on FPGA yet. For example, if you are designing a vending machine, you can act like a processor inside the vending machine. Or if you are designing a game, you can sketch how the home screen of the game may look like, what inputs will be accepted at a particular screen, and what outputs will be generated. Describe how the transitions would happen based on inputs. With prototyping, identify the inputs, outputs, and constraints in your system. Prototype the entire interaction of your system with users and include it here in an appropriate form, e.g., textual description, wireframes, sketches, photos, videos. Note that you'll have to completely describe the interaction from the start of use to the end of use.

2 Tentative Division of Work

A statement of how the project work is to be divided among the partners. The block diagram should be referenced. Expand the block diagram to the module level, and each team member should design, test, and implement at least one module.