

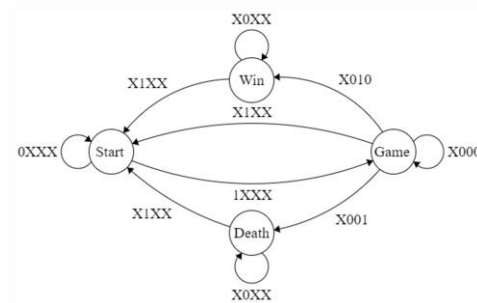
ABYSS ESCAPE

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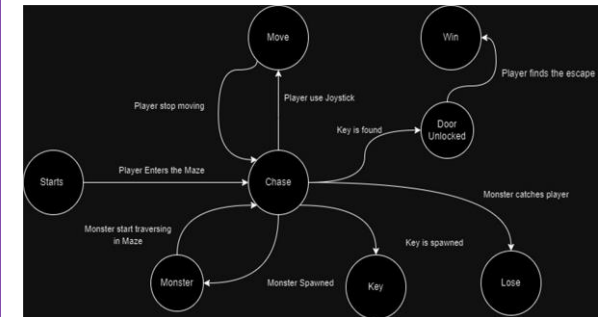
Introduction:

Abyss Escape is a terrifying 2D interactive game where the players must make their way through a maze-like setting while a terrifying creature chases them. The objective is to find the key to the door and escape the maze. The Project is based on a FPGA board where input of player is dependent on the joystick. The FSM in this Project is a Moore Machine as the next state is only dependent on previous state.

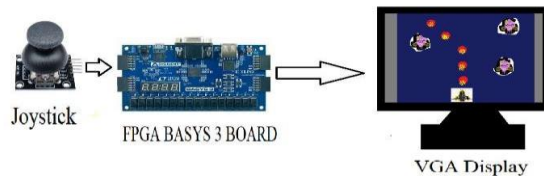
FSM State Transition Diagram



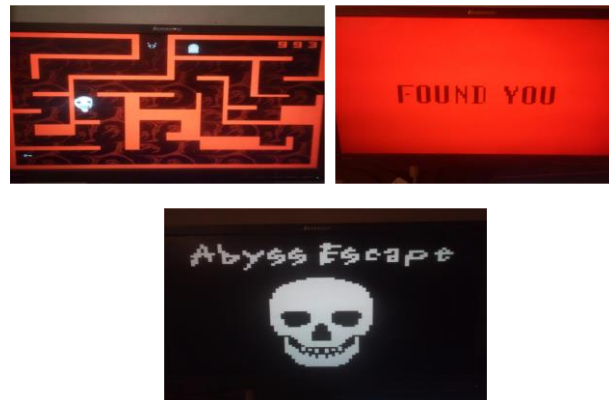
User Flow Diagram



System Diagram



Results



Hardware Resource Utilization

Resource	Utilization	Available	Utilization %
LUT	2881	20800	13.85
FF	265	41600	0.64
BRAM	20.50	50	41.00
IO	25	106	23.58

