***Project Proposal***

1. Group info

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1. “Space invaders” might change later
2. It is a game that we loved playing as kids on the computer and we wanted to emulate it using the DE2 board
3. For non- csc258: it is classic fun game that reminds people of their childhood, before the advent of game systems like PS3 and Xbox.

For csc258: same reasoning as for non csc258 students with the added fact that I uses many concepts learned in class in a fun and unique way

1. Week 1: creating the spaceship and allowing it move using keyboard. (displaying it on screen)
2. Week 2: creating asteroids/aliens and relating collision with missiles.
3. Week 3: add sounds, create scores and end scenario Also asteroids come toward the ship
4. It uses: FSM for scores, game logic and collision detection. It uses flip flops for storing the position of the player/asteroids. Counters to regulate the game speed. Adders/subtractors for movement. We will use the material from lab 6 to display objects on the screen.