

F.P.G.A. Hunt

Abstract

The project is similar to the classic Nintendo Duck Hunt game, where players use a zapper to shoot ducks on a screen. Instead of ducks our project will involve “Flying Pigs, Geese, and Aliens” or FPGAs. Each flying object will have its own particular behavior that will require the gamer to adjust how he or she plays. For example, the Aliens will move quickly and cause “damage” to the gamer if he or she does not shoot them in a specified time. The game will progress through a series of stages where the difficulty level will increase accordingly. In order to complete this project we will be using either an authentic Nintendo Zapper perhaps modified to work with LCD screens in the lab, or a zapper built specifically for our needs. The basic functionality is that we will detect whether the target is hit by flashing a black screen with the target colored white every time the trigger is hit. If the gun detects a white block, this would count as a hit.

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