

6.111 Project Checklist

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Commitment

- Functional game system with three working game modules
 - Bait and Switch – Flip the FPGA switches to the correct alignments
 - Stop Me! – Stop the LED bar graph's light at the right slot
 - Don't Press the Big Red Button – Press and release the button on time
 - Recognize the numbers on the timer to verify when button was released
- Robust peripherals for manipulation of associated bomb modules
- Corresponding graphics displayed on the computer monitor in accordance to the bomb
 - Loading images from BRAM onto the screen
 - Flexible, modular numbering scheme
 - Flexible, re-positionable game images/graphics
- Basic game logic/bomb logic (minimum viable product of game)

Goal

- All of the above
- Accelerator bomb module – Rotate this peripheral every so often
- Non-deterministic module variables
 - Different versions of each module (different version = different solution)
 - Variables randomly chosen during generation of the bomb
- Use compact flash to store all the different module images

Stretch Goal

- All of the above
- Simon Says bomb module – Press led buttons in accordance to the pattern
- Sound to simulate a bomb explosion/defused indication
- Wire you so difficult bomb module – Disconnect/connect appropriate wires
- Randomized placement of modules on the displayed bomb and further randomizing game