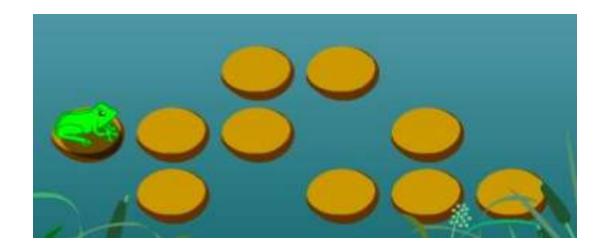# Design of embedded systems, Advance course
Kaeru Jump Game

Mohan Raj

Manivannan

Rajesh Kumar

Kaeru Jump game

- When the frog jumps from a pad, the pad disappears.
- The goal of the game is to finish jumping on all the pads.
- The frog can only
  - jump straight, not diagonally
  - turn 90 degree , not 180
- 5 or more stages will be implemented

Implementation

- VGA controller for the display.
- PS2 interface for Keyboard
- Game logic implemented in software
- Audio controller (if possible).