



LUND
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Bomberman, Video Game

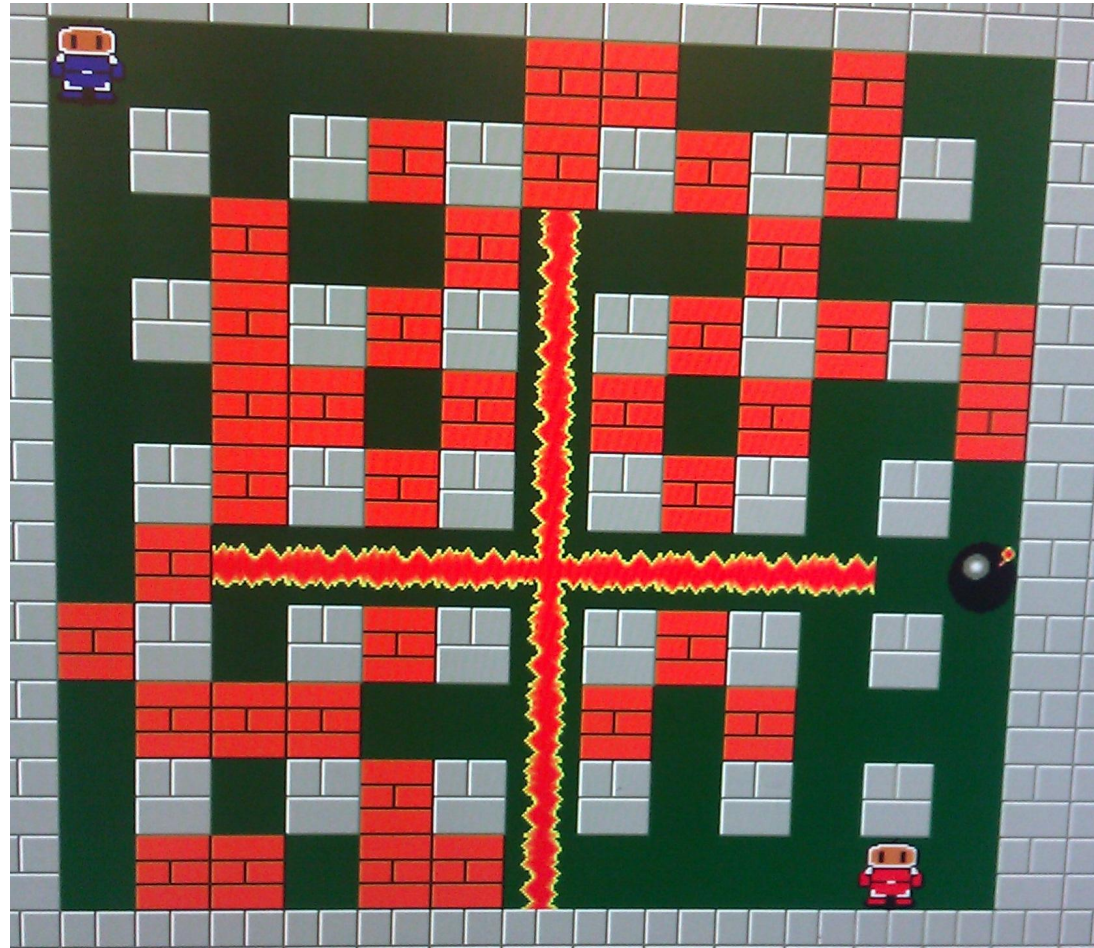
Embedded System Design, Advanced Course

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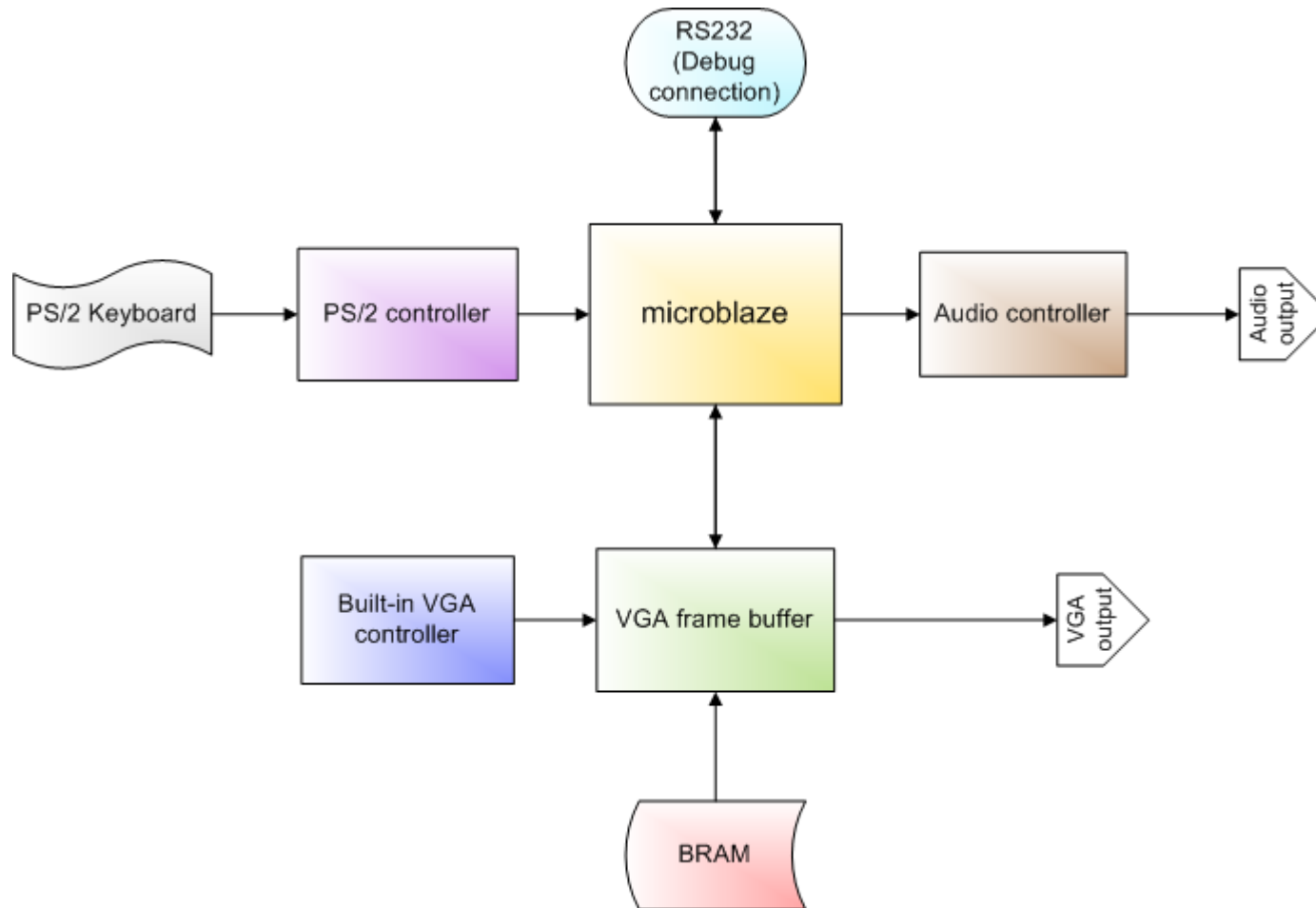
et07ls4@student.lth.se, et07mg7@student.lth.se, mt06ml8@student.lth.se

Bomberman

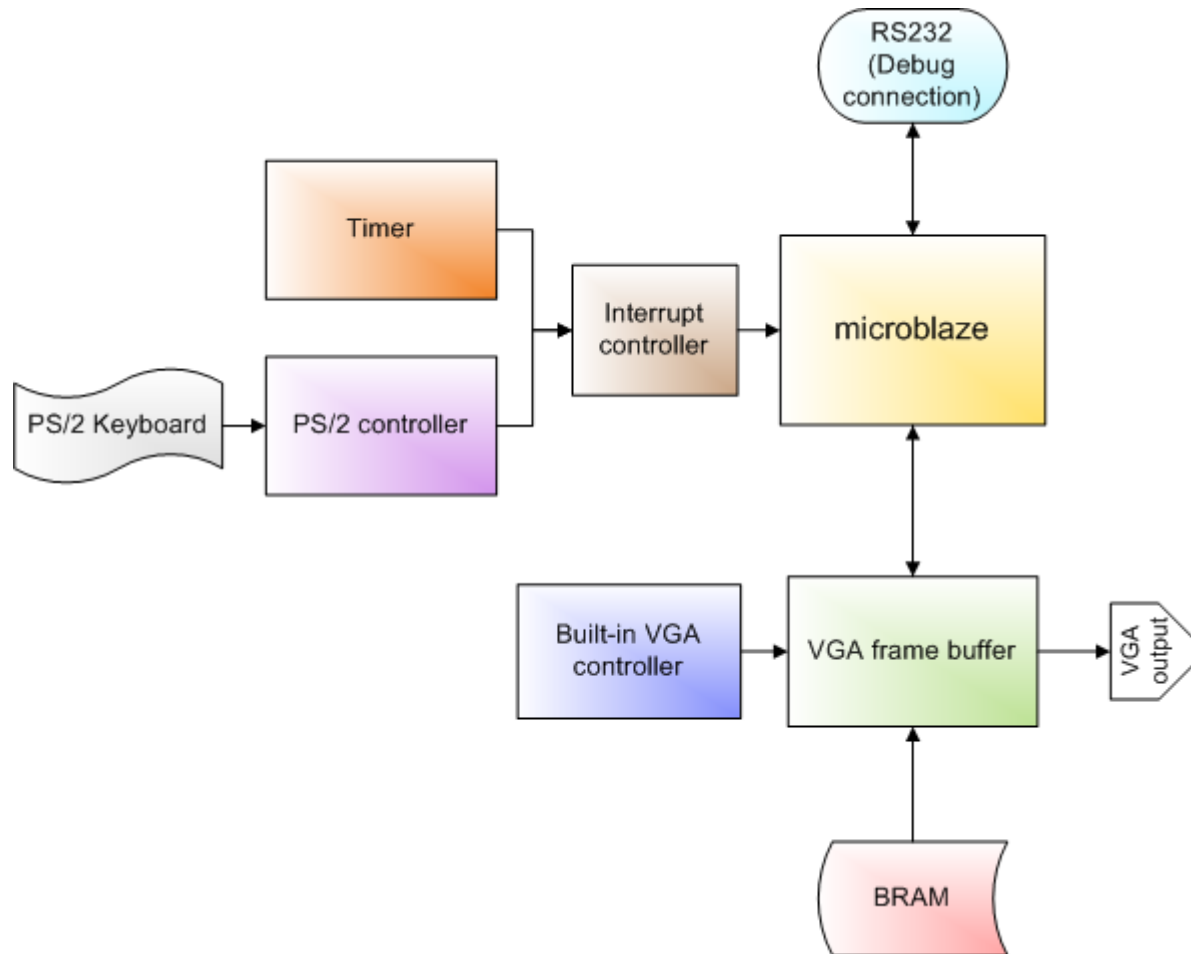
- Real time gameplay
- 2-player game
- Keyboard controlled
- VGA output
- Classic Graphics



Proposed connection scheme



Actual connection scheme



HARDWARE



Graphics accelerator

- PLB connection
- 11x13 input 640x480 output
- Built-in VGA controller
- Graphics in BRAM (6 sprites, 8 bit colors)

- Issues with mismatched memories



Keyboard, Timer & Interrupt Controller

- PLB connection
- Controls the Game



SOFTWARE



Interrupts

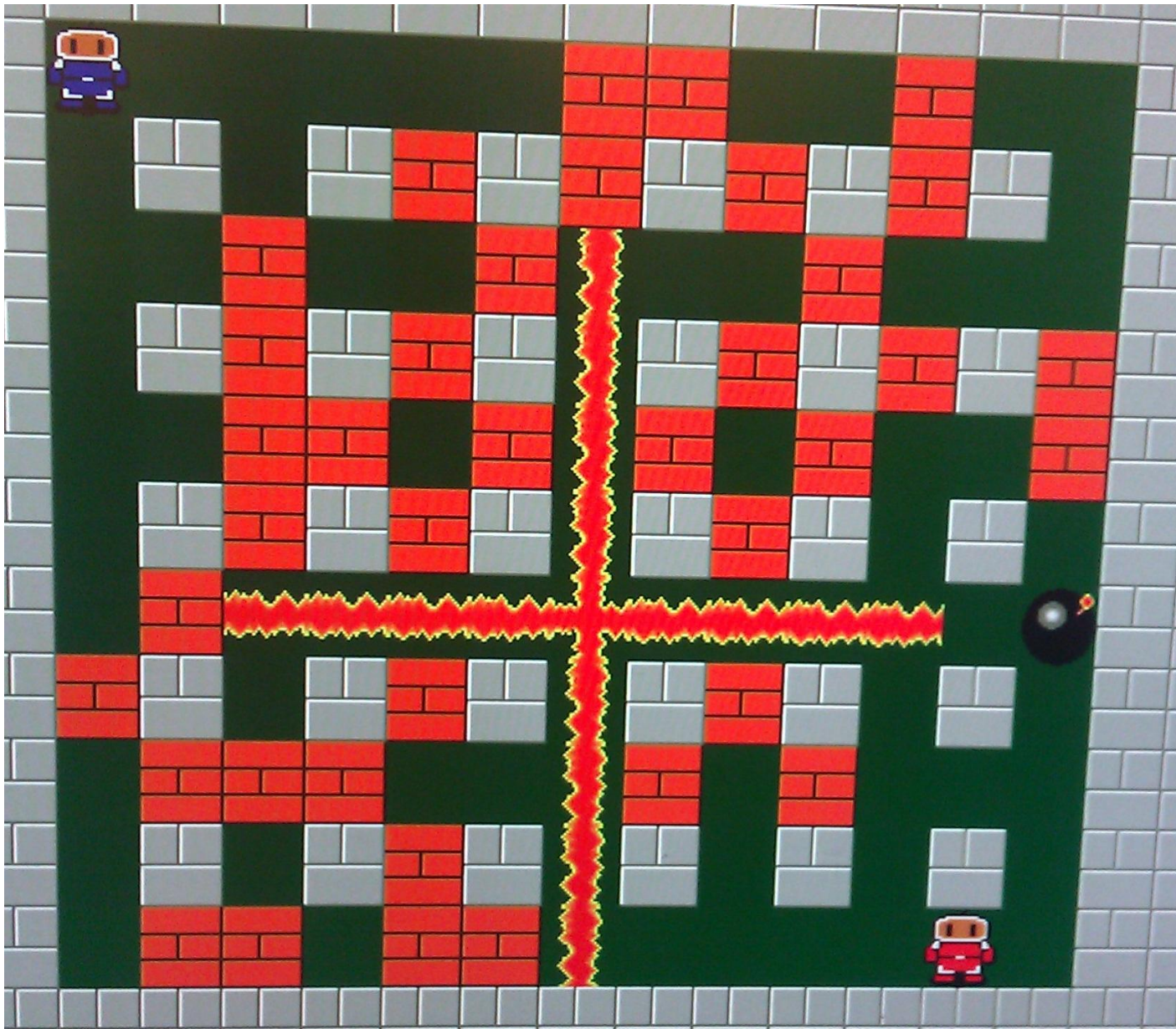
- Timer
- Keyboard



Functions

- Main
- Init
- Explode
- Add_bomb





Questions?

