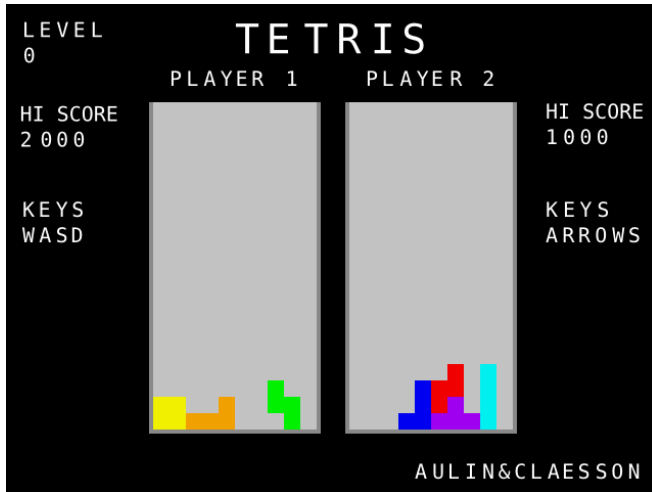


Tetris – 2 Players

Alexander Aulin
Niklas Claesson

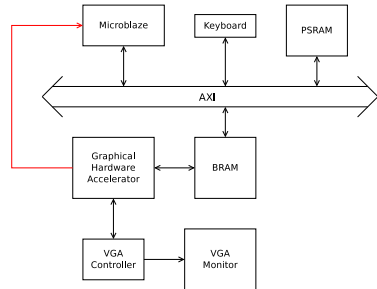
11 september 2012

Description



System requirements

- 640x480 VGA display
- Keyboard input for two players
- Display 400+ sprites



Graphics

Background

- Stored in ROM
- 40x30 tiles

Foreground

- Stored in RAM
- Written by SW after every frame

Bitmap

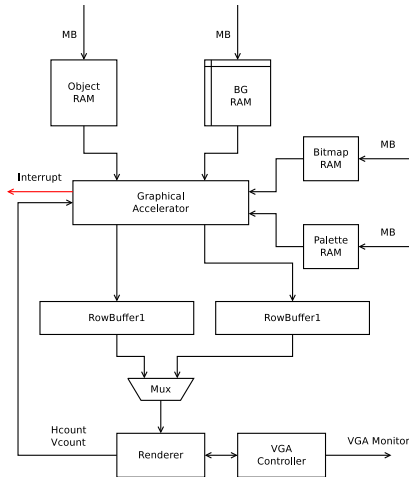


Palette



Sprite





Project schedule

Week 1	Week 2	Week 3	Week 4
Presentation 1	HW	HW	HW
Architecture	Artwork	SW	SW
			Testing
Week 5	Week 6	Week 7	Week 8
HW	Testing	Testing	Report
SW	Report	Report	
Testing		Presentation 2	

Tabell: Schedule