Asteroids

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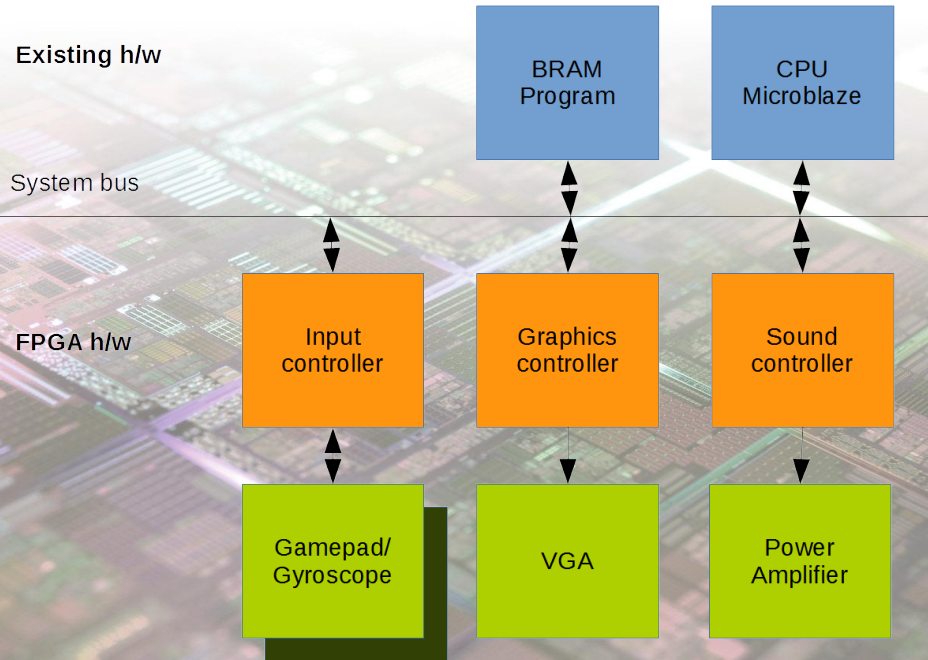*int14zz1@student.lu.se*

Hardware design

Existing h/w

BRAM Program

CPU Microblaze

System bus

FPGA h/w

Input controller

Graphics controller

Sound controller

Gamepad/ Gyroscope

VGA

Power Amplifier

Features

- Vector based graphics
- Sound effects
- Gyroscope / Gamepad / Keyboard
- Game mechanics on CPU

Project Schedule

Milestones

Week 4

Basic game working

Week 6

Improvements

Week 8

Report & Testing