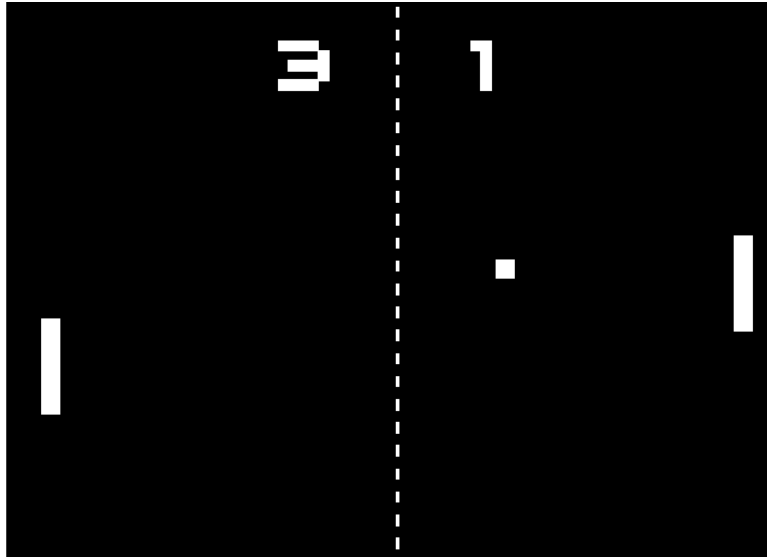


Pong
CSEE 4840 Spring 2012 Project Proposal
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1 Object



Our team decide to design a Ping-Pong video game. The rule is easy: hit the ball or loss. The game can be displayed on VGA and controlled by keyboard or mouse. Player can paly with AI or other one on same keyboard or different FPGA board through Ethernet.

2 Design Feature

- Play with AI or Multiplayer
- Play Through Ethernet
- Control by PS2 Keyboard or PS2 Mouse
- Sound Effect

3 Milestones

Milestone I

- Set up peripherals of the project
- Ping-Pong pad can be controlled By keyboard
- The ball can move as expect
- Two Player can paly the game by the same keyboard

Milestone II

- Game has sound effect
- Game can be controlled by mouse
- Ball speed can be changed

Milestone III

- Players can play through Ethernet
- Paly can play with AI