

Embedded Systems Project Proposal

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Project Name: Video game

Project Description:

We propose to create a low graphic video game, (with a likeness to Pac-man) which will be implemented with an emulator. We will use the FPGA's ROM to store bitmap images of our characters and the background. We will use the keyboard as real-time controls. We will create the game in C and use VHDL to display the graphics on the monitor. Time permitting; we would like to add more features to the game, such as sound or better quality graphics.

Considering our group consists of three people, one computer engineer and two electrical engineers the programming involved should be a substantial amount and allow us to be challenge and satisfied without project.