Ping pong game with Touch-screen

CSEE4840 project proposal

yc2704 CHO, YOUNGGYUN
hz2256 ZHENG, HAO
rz2228 ZHENG, RAN
xz2266 ZHOU, Xiang

1. Introduction

This project is conducted using the Altera DE2 development board. We are aiming for implementing a touch-screen-based ping pong game. It will be a computer vs. player game having the same rules as real ping pong. Player serves and receives the ball by touching the screen connected to DE2 board.

2. Objective

The goal is to create a controller which will be made of a LCD screen, whose display can be changed, and a touch pad. The touch screen will functions as a controller.

3. Implementation

Incorporate VGA display and continue to develop VHDL and NIOS.

- VHDL(compiled with Quartus 7.2 and Nios II) will be used for the inter-connections of hardware.
- C will be also employed to handle the hardware implementation.

4. Milestone

-March 27
Implement touch-screen connected to DE2 board and make sure it works well.

-April 10
Implement the game logic and finish coding in VHDL and C (detect and fix bugs).

-April 24
Implement collision detection and game display. Make sure that everything works well together.