

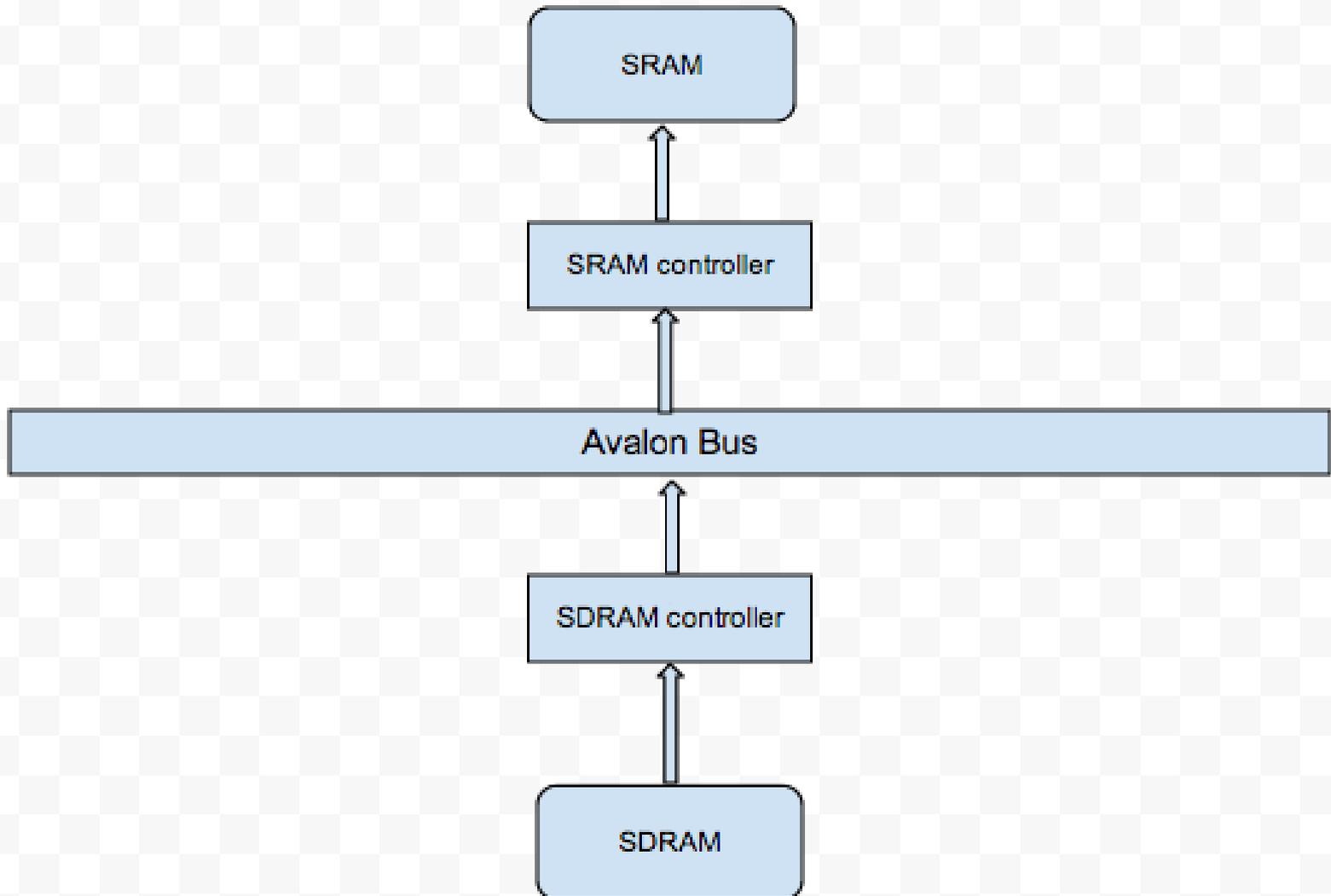
Break Bricks

CSEE 4840 Embedded System Design Spring 2013

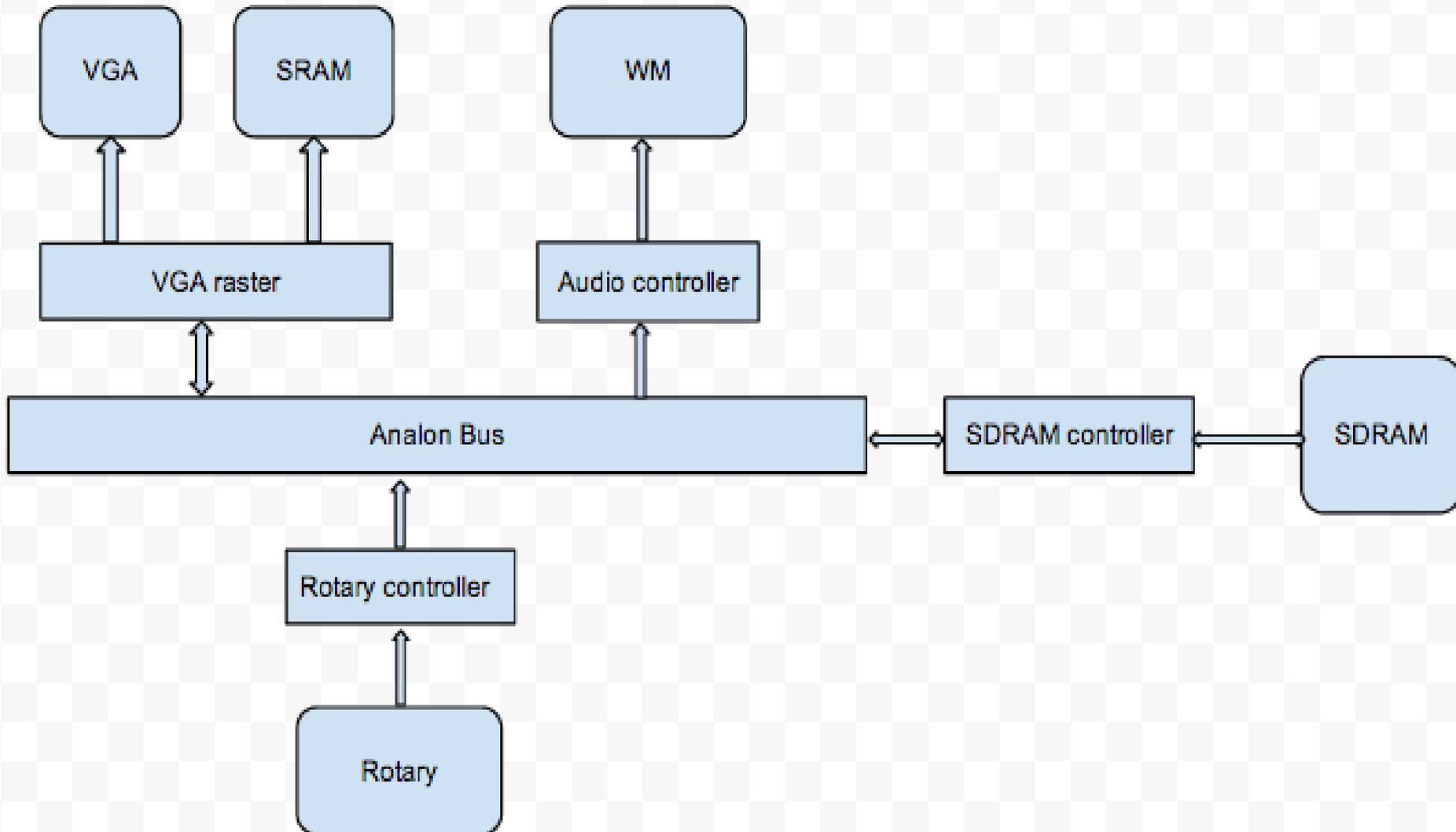
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Architecture



Architecture



VGA

1. Image processing
2. Image storage
3. Image display
4. Animation
5. Communication with software

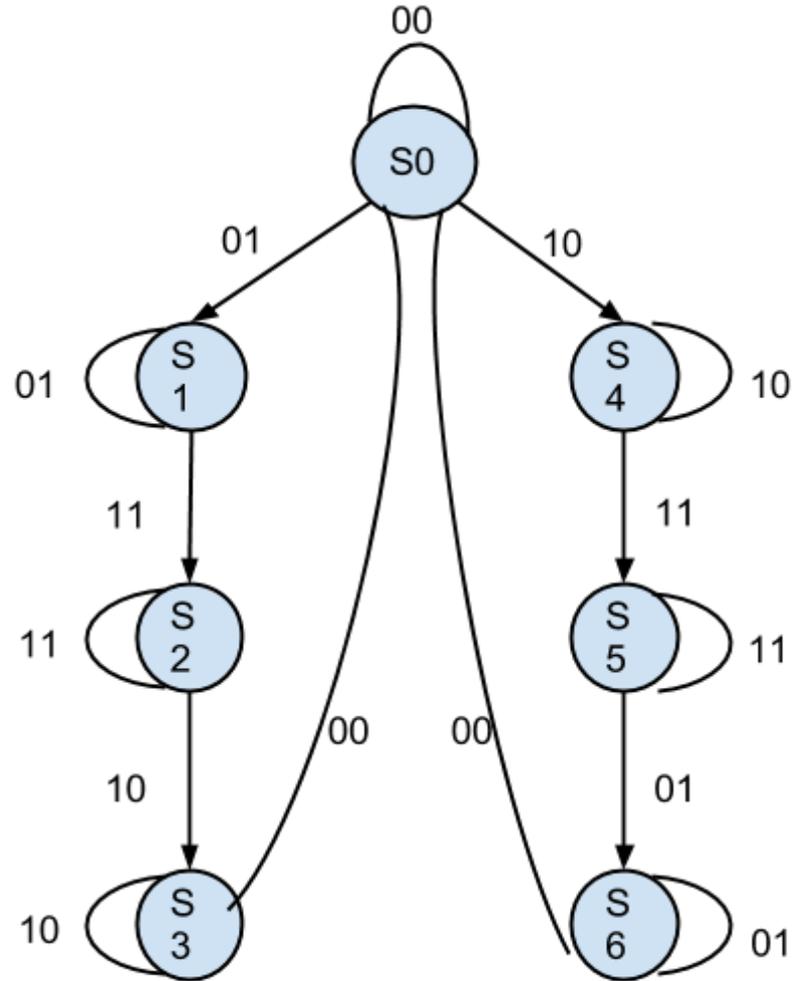
Audio

1. Clock issue
2. Sound effect sample and read
3. Use of ROM

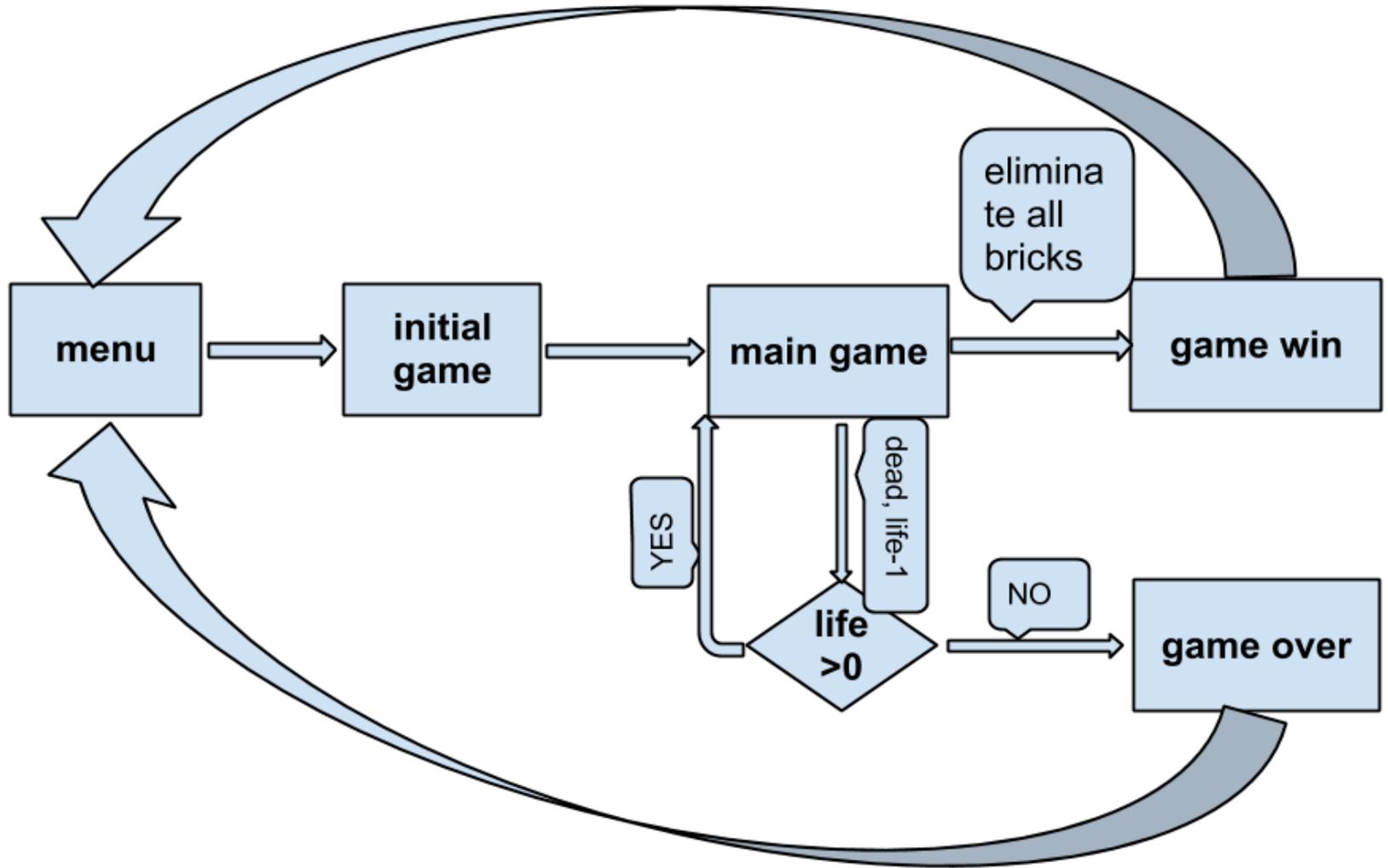
Rotary

1. Function in this video game
2. Working principle
3. Debounce
4. Communication with software

Rotary



Software



Thank you!