

# Jumpers

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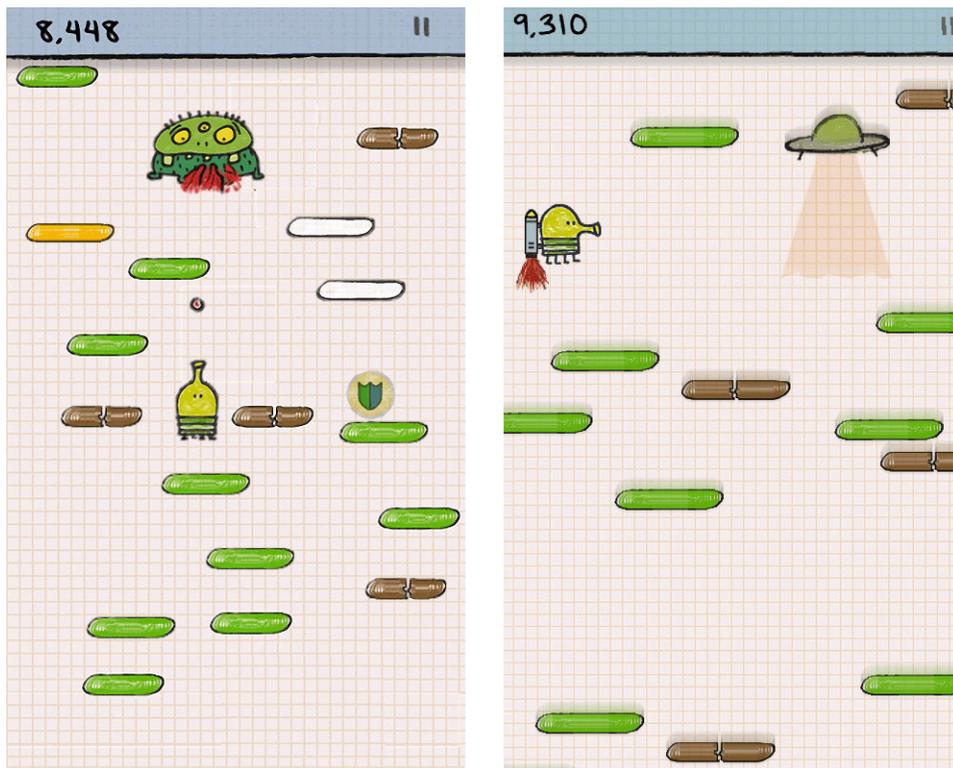


Figure 1 - image merely illustrative

## 1. Game Idea

The project is a multiplayer platform jumping game. The screen is divided in half and on each side the players jump from one platform to another. The screen moves up following the fastest player. If, by the time the screen rises, the slower player hasn't moved enough, he loses.

## 2. Implementation

**Image** – generated in the screen through hardware (System Verilog).

**Game logic** – implemented through software (C language).

**User input** – the user interacts with the game through an Xbox USB joystick, the interface between the joystick and the board is made using the USB library available in C.

## 3. Milestones

**March 31** – Have the hardware for image generation ready

**April 12** – User interface ready

**April 26** – Game logic ready