

Tank Game

1. Team members:

Zixiang Zheng zz2642

Wenzhe He wh2443

2. Problem to work on

Run a classic 'tank' game on a VGA monitor.

3. Work to do:

Software:

Receive the input button information from hardware side. Process the game logic. And output the game status(like where is the tank, where is the wall).

Hardware:

Use the game status information from software side and turn the pixel information and send to the VGA monitor(like map the 'tank' to real image pixel).