Project Name: Pacman

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Project Proposal: Our project is a simple pacman game-engine programmed in C code
 implemented on a FPGA chip. The game will require both software programming in C and
hardware programming in VHDL. When compeleted our game will be connected
to a PC and take game input from the keyboard and display the
graphic results on a PC monitor.

Project Structure: The rough breakdown of our game will consist of game logic,
gaphics engine, and I/O.
The game logic will consist of collision detection, scoring, and enemy AI. The graphics engine will
include sprite rendering onto the display. The I/O will include mostly interaction with the keyboard and
if we have time maybe a joystick. Currently our plan is to implement the game logic in software and the
graphics engine on the hardware. If additional time is available to us, we would like to also implement
audio game features within our project.