

super three in one!



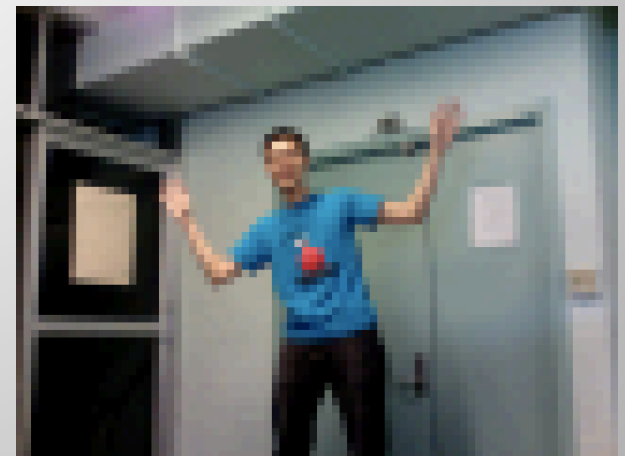
goalie-ninja-dodge

Jaiseung Bang, Vincent Liao, Arunagiri Venkatesan, David Yang  
CSEE W4840 Spring 2011 Final Project

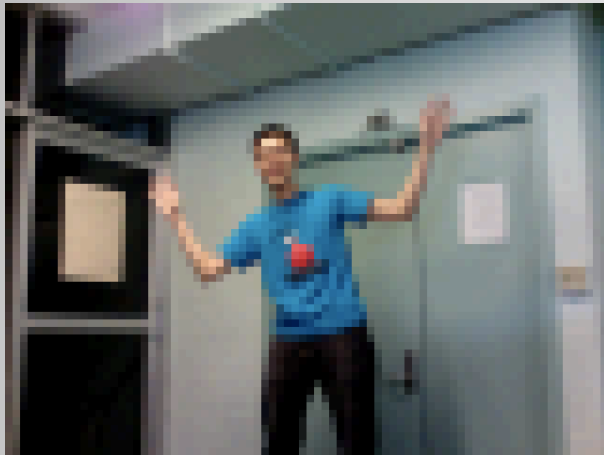
# The Idea



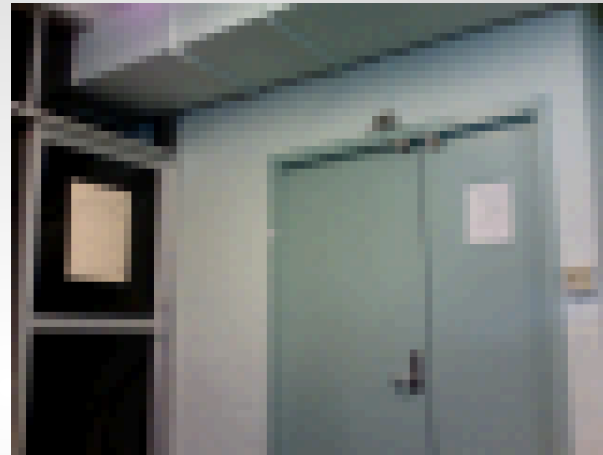
# Downscaling



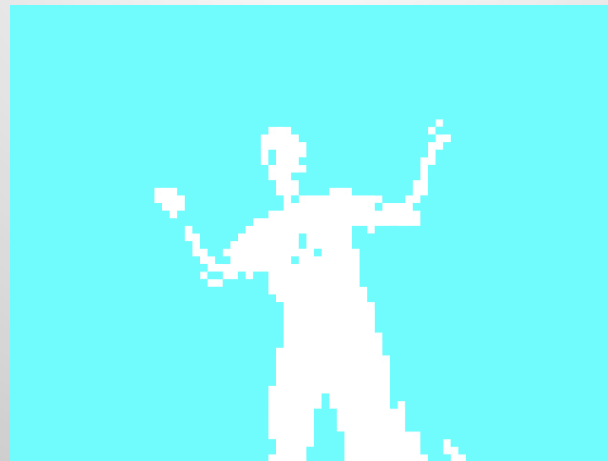
# Silhouette Generation



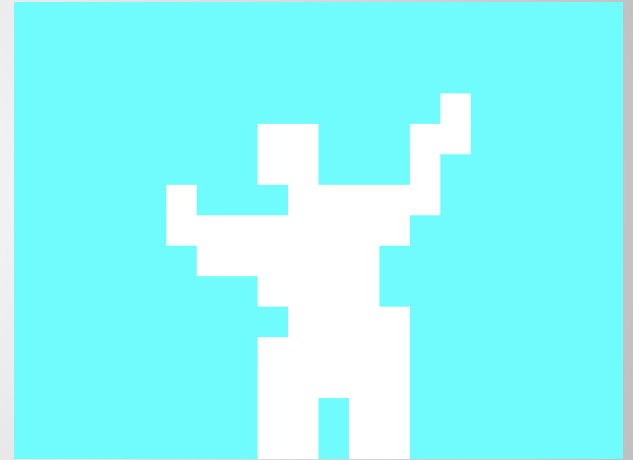
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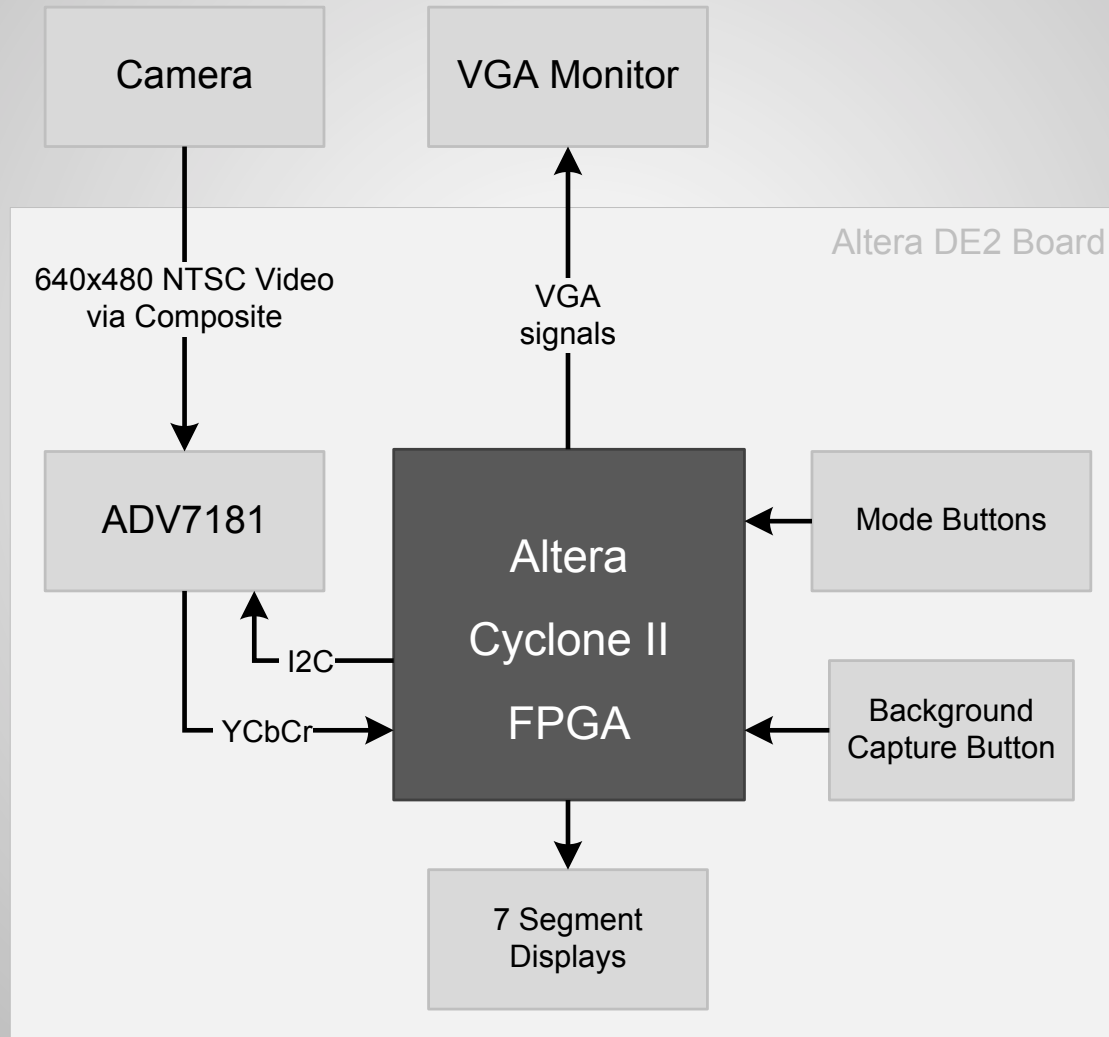
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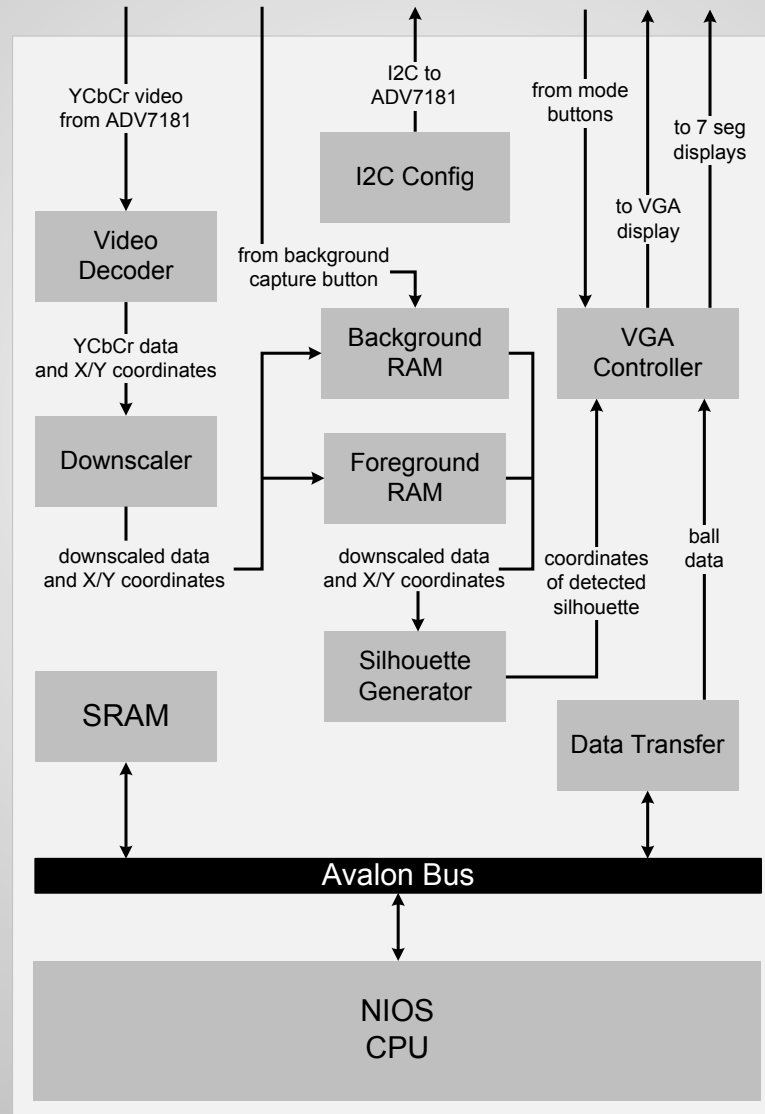
# Downscaling



# High Level Overview



# Architecture



# Design Decisions

- Block RAM
- 27MHz Clock
- Game Change

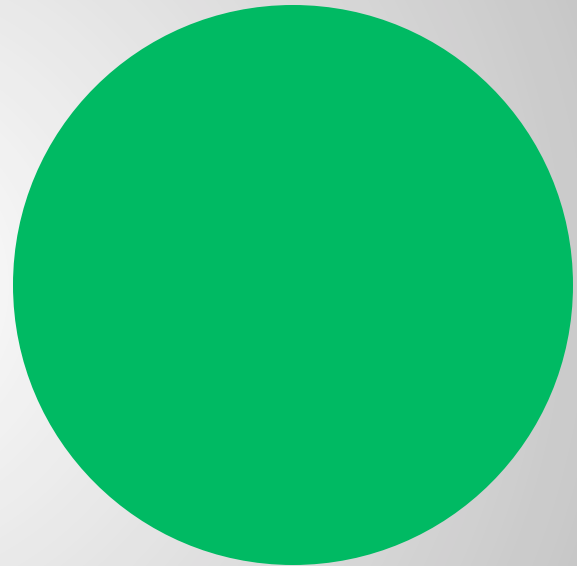


# Issues

- RAM Issue
- Clock Issue

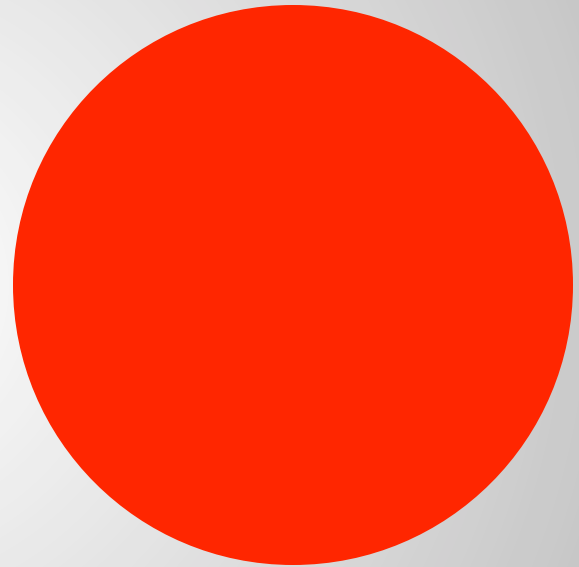
# Goalie Mode

block  
green  
balls



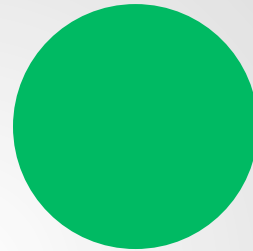
# Dodge Mode

avoid  
red  
balls

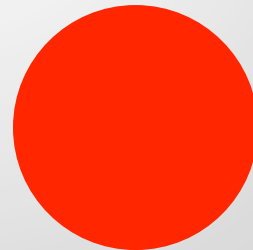


# Ninja Mode

block  
green  
balls

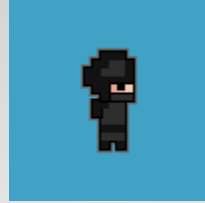


avoid  
red  
balls



# Lessons Learned

- TD\_Reset
- 1 Dimensional Arrays
- 27Mhz VGA Clock



THANK YOU