

LAB Assignment #3 for ECE 443

Assigned: Mon., Oct. 19, 2015

Due: Wed., Oct. 21, 2015

Description: Copy the code from the VGA lecture on slides 37 to 53 and demonstrate a working pong game.

1) NOTE: You'll need to modify the top level port to work with the 12 VGA color signals. Top level entity of code in slides has 24 bit color (you have only 12).

2) Note that you will have 3 modules, *pont_top_st*, *vga_sync_unit* and *pong_grf_st_unit*.

Study this code carefully. It will define the basis for your game.

Laboratory Report Requirements:

Grading:

The grading from this lab will be based entirely on your in-class demo. Bonus points will be given to any implementation feature that goes above and beyond the requirements. Please print out and turn in a copy of your VHDL code.