

LAB Assignment #4 for ECE 443

Assigned: Mon., Oct. 21, 2015

Due: Wed., Oct. 28, 2015

Description: Modify the pong game from lab3 to keep score.

- 1) Use the characters ROM code from lab2 to add two scores along the bottom of the screen.
The first value counts how many times the user was successful in moving the paddle to a position that bounces the ball back in the opposite direction.
The second value counts how many times the ball disappears off the right edge of the screen (the ball misses the paddle).

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.