



Mario

Design:

The project is split into 2 parts. In the hardware part we implemented the different components necessary for executing our game. We also wrote all the game logic and “physics” in c.

Project Description:

In this project we had to implement parts of a computer in vhd1 and then design a game to run on it. We choose to implement a platformer like Mario.

Gameplay:

The objective of the game is to reach the end of the level without dying. In our version this is primarily important to avoid the holes in the ground so you don't die. You can pick up coins and mushrooms to get points. The game is controlled with the arrow keys where up is jump.

