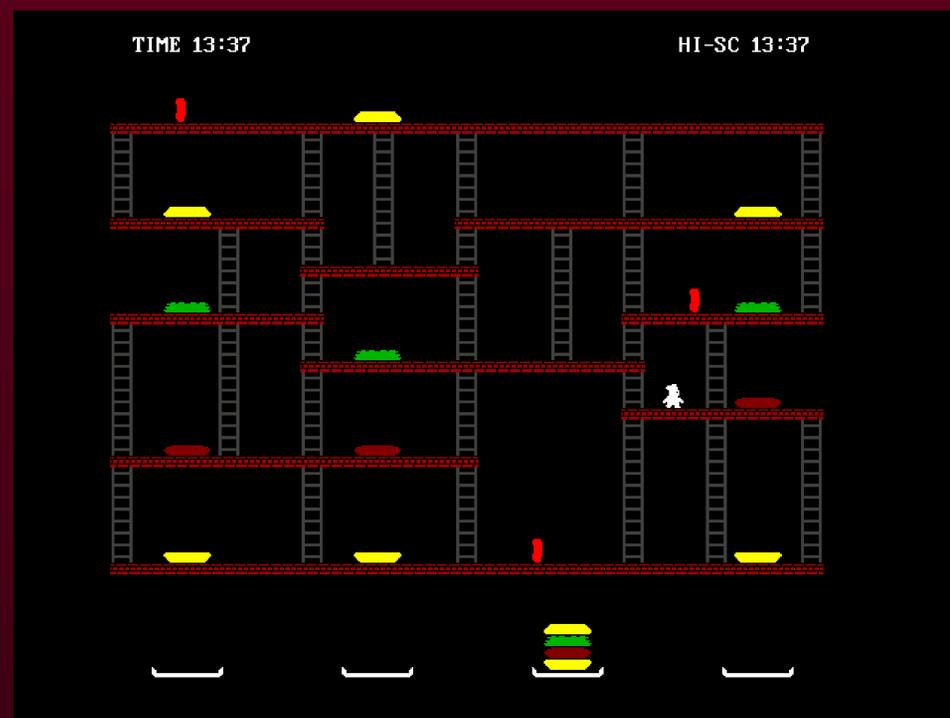


BurgerTime

LET'S GET COOKIN'!

- 🍔 **Awesome full 8 bit graphics!**
- 🍔 **Multiple levels!**
- 🍔 **Timeattack - Beat your friends timescore!**
- 🍔 **Beware of the evil Frank Furter!**
- 🍔 **Realistic artificial intelligence!**



Story

Chef Peter Pepper is a busy man. Orders are flying in and Peter Pepper struggles to gather all the ingredients needed for his special hamburgers! While trying to get the food out to his customers as fast as possible, Peter Pepper has to avoid the angry Frank Furter who has been excluded from the menu.



Design

Our game is a replica of the 1982's arcade game Burger Time, made by the company Data East. It has a 640x480 pixel resolution.

The game is run on a NEXYS 3 board where we have implemented the components shown on the picture below. These components are programmed in the hardware language VHDL and the game logic is written in C.

