

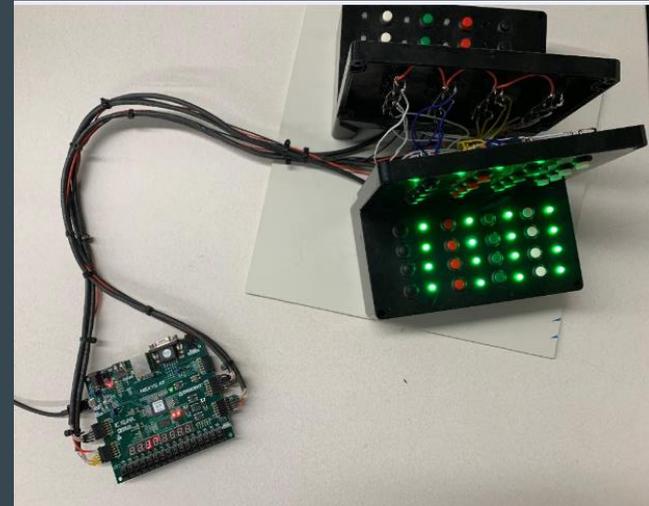
# Digital Battleship



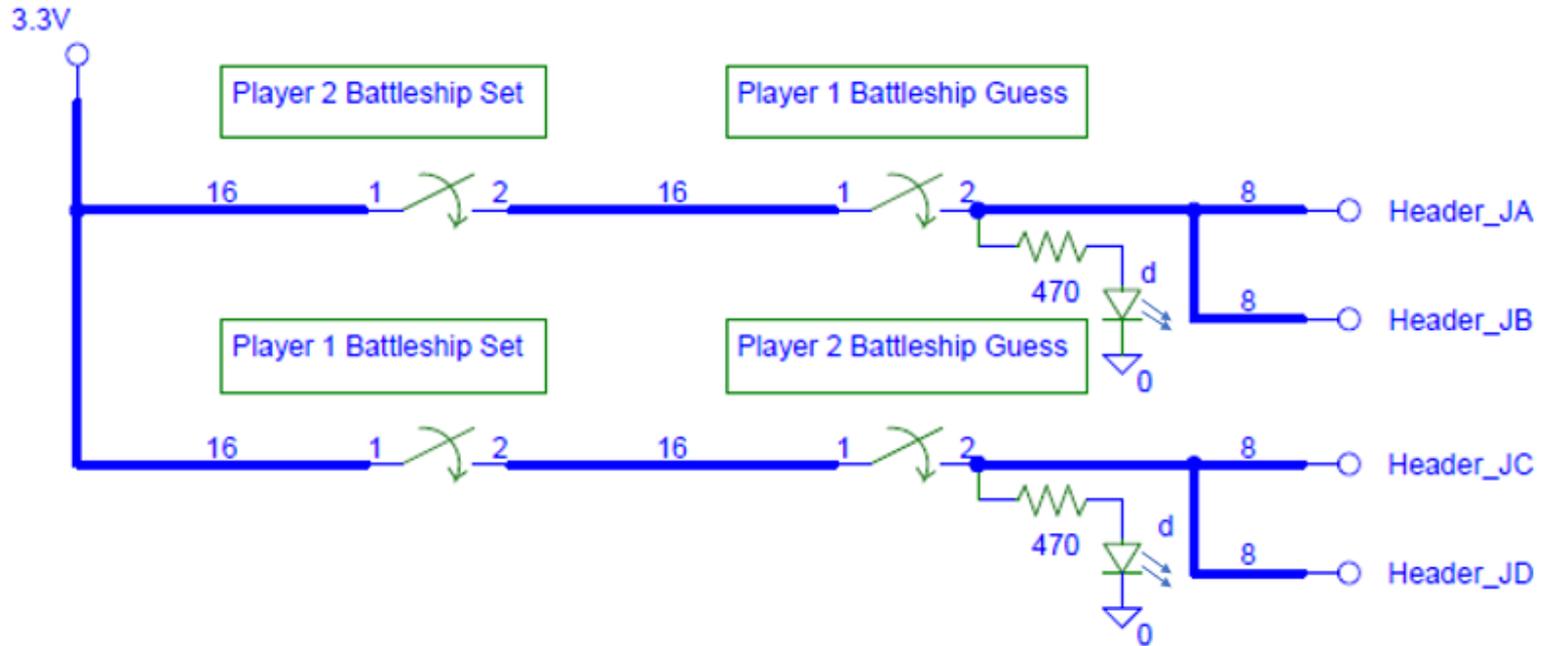
Kristian Ivanaj  
Nathan Balint  
Patrick Pantis  
Chris Gutierrez

# Introduction

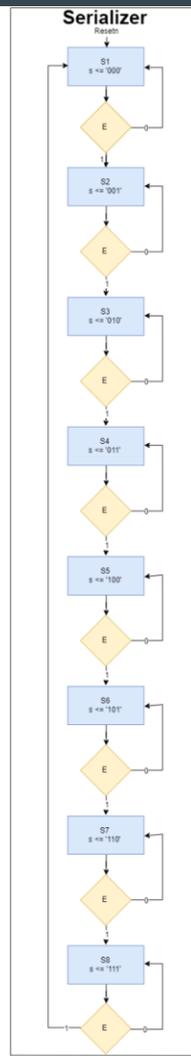
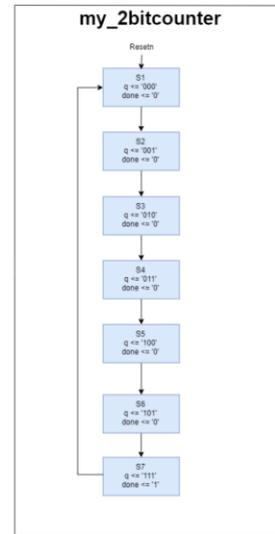
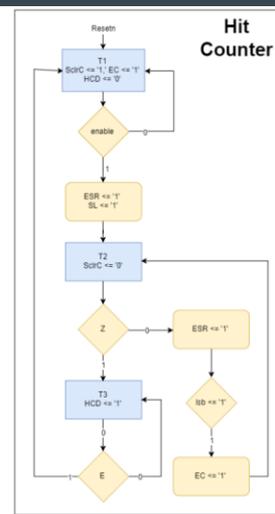
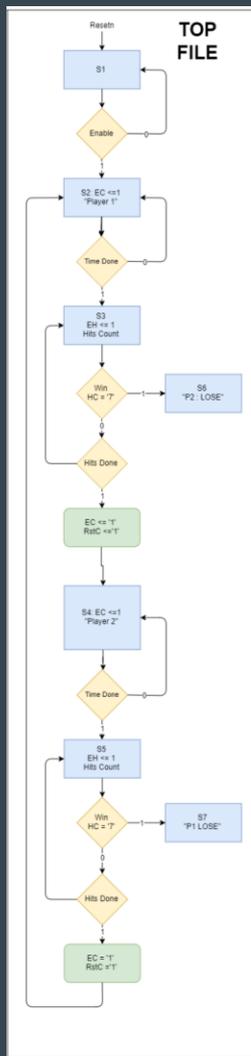
- Goal of the Game:
  - Battleship is a classic board game where 2 players will place ships on a board and call out coordinates after firing. The goal is to sink all of the other players ships.
- Goal of the Project:
  - Digitalize the game of Battleship
  - Artix A-7 FPGA
    - LED's
    - Countdown Timer
    - Hit Counter
      - 7 = Loss/ Win
      - "P1 LOSE"
      - "P2 LOSE"



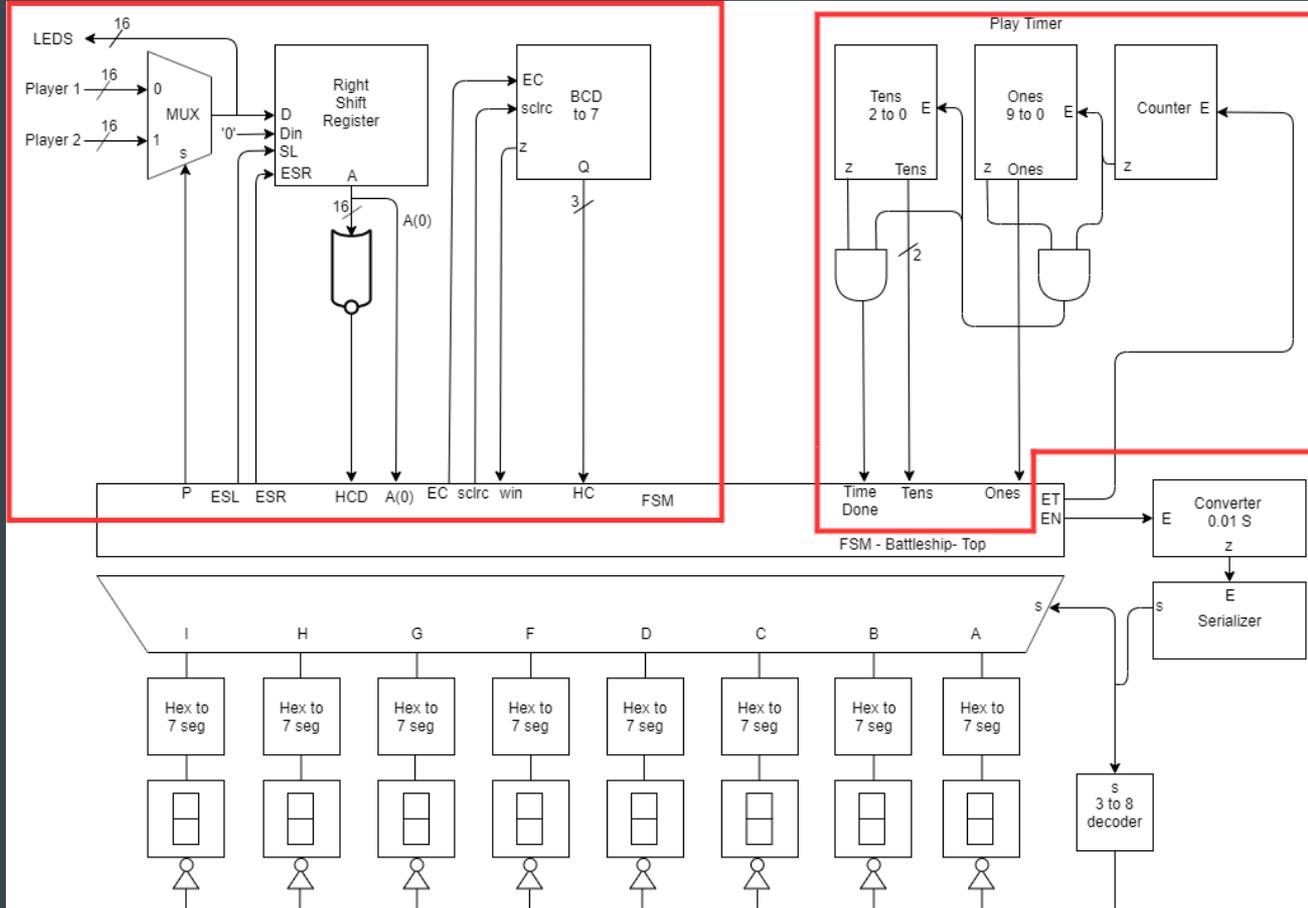
# Game Board Hardware



# ASM Diagram

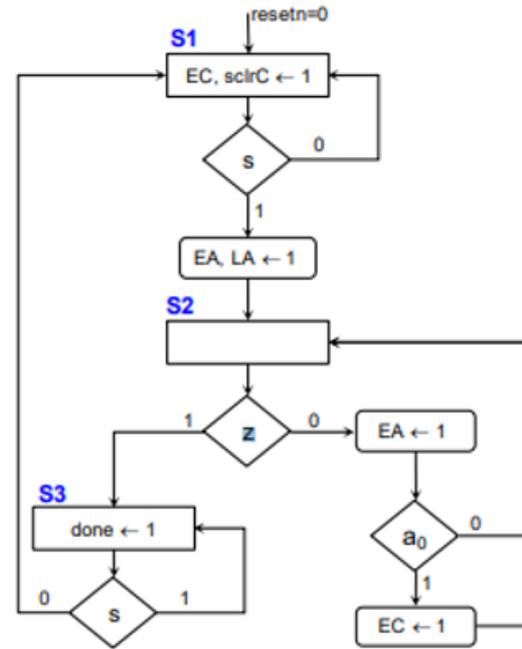
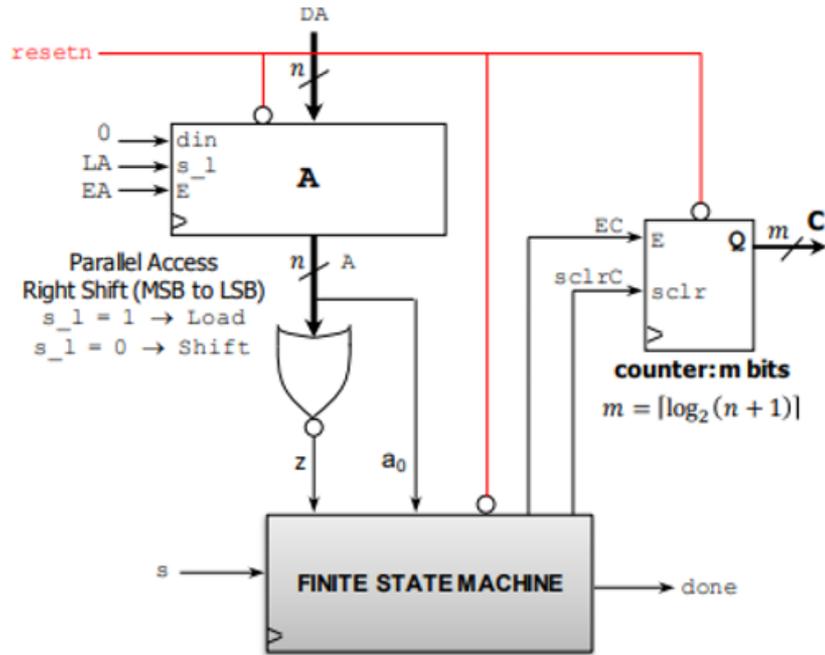


# Program Design Layout





# Hit Counter



# Concluding Statements

- Takeaways:
  - Hardware Software Implementation
  - Debugging
  - In Depth understanding:
    - Software Learned in class
    - How hardware and Software coincide
- Working with a Team:
  - Communication
  - Time Management
  - Delivery
- Questions?

