

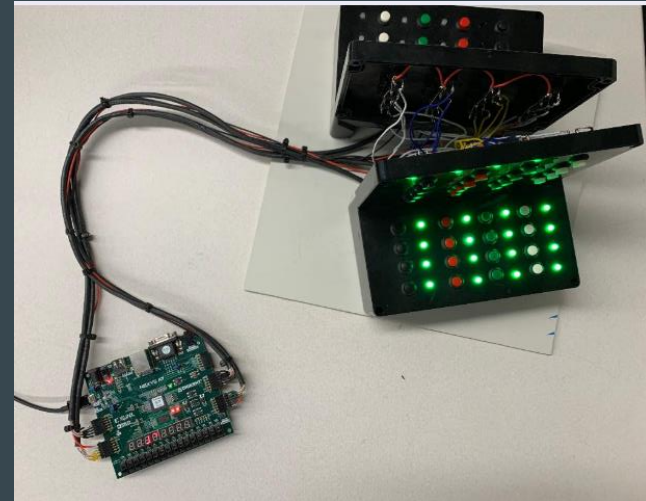
Digital Battleship



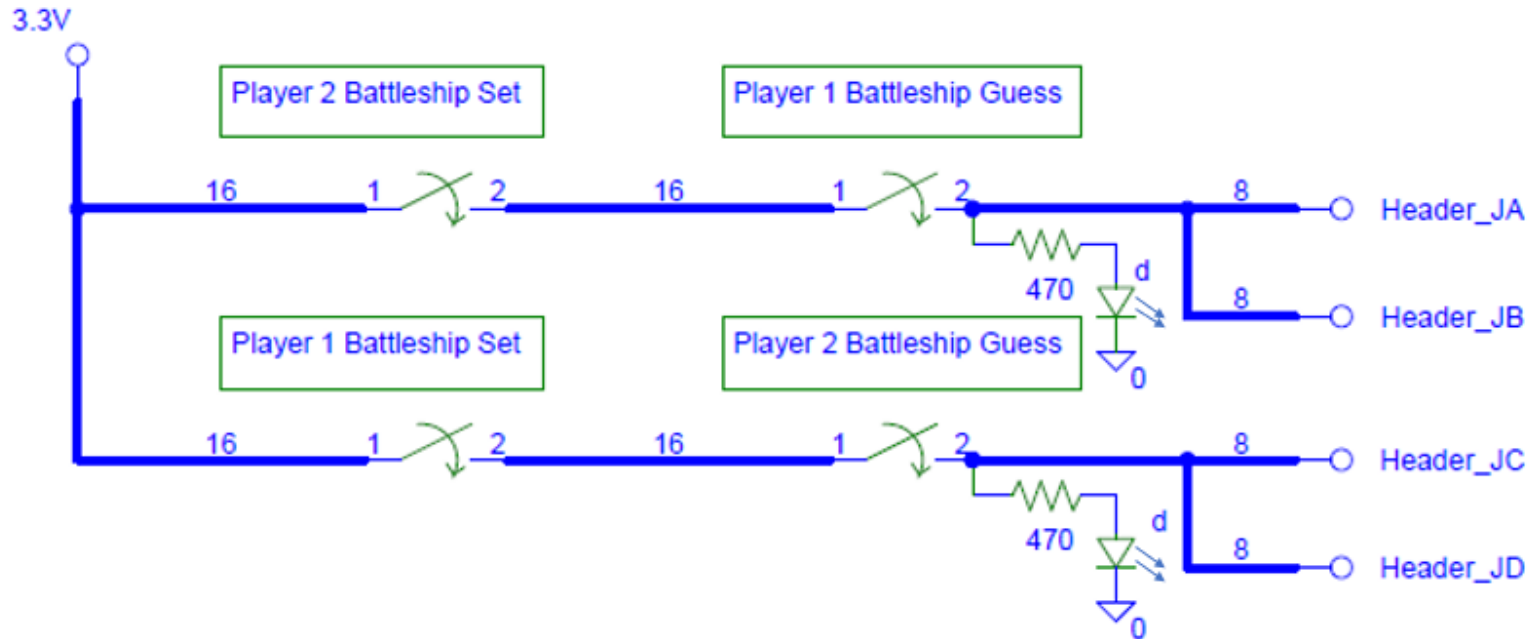
Kristian Ivanaj
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Introduction

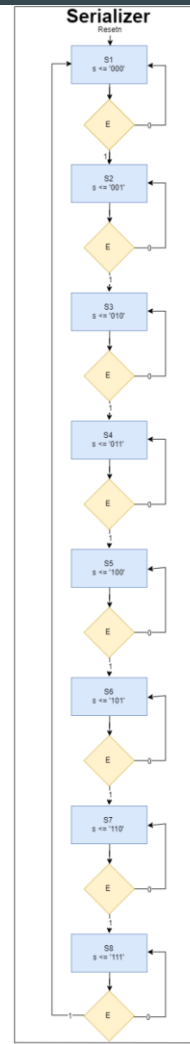
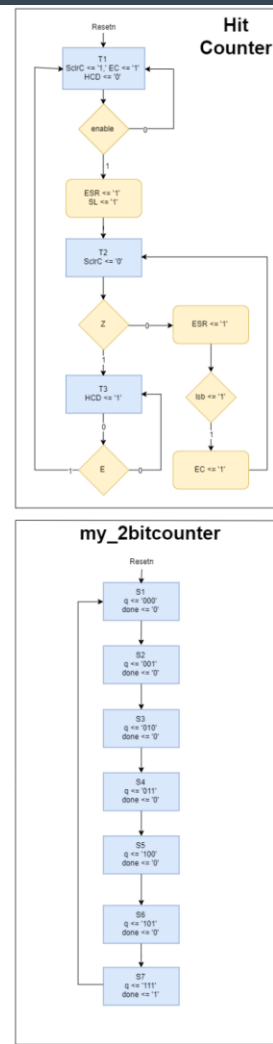
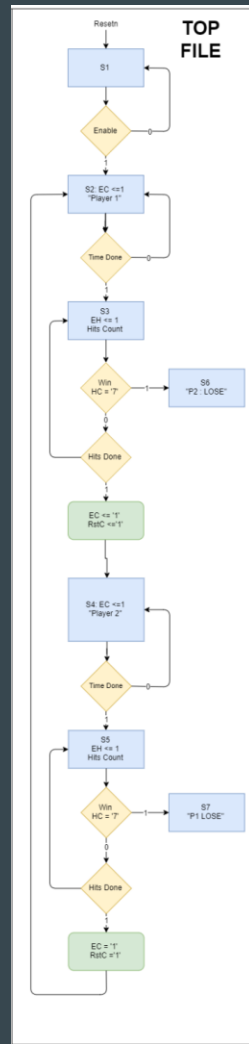
- Goal of the Game:
 - Battleship is a classic board game where 2 players will place ships on a board and call out coordinates after firing. The goal is to sink all of the other players ships.
- Goal of the Project:
 - Digitalize the game of Battleship
 - Artix A-7 FPGA
 - LED's
 - Countdown Timer
 -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



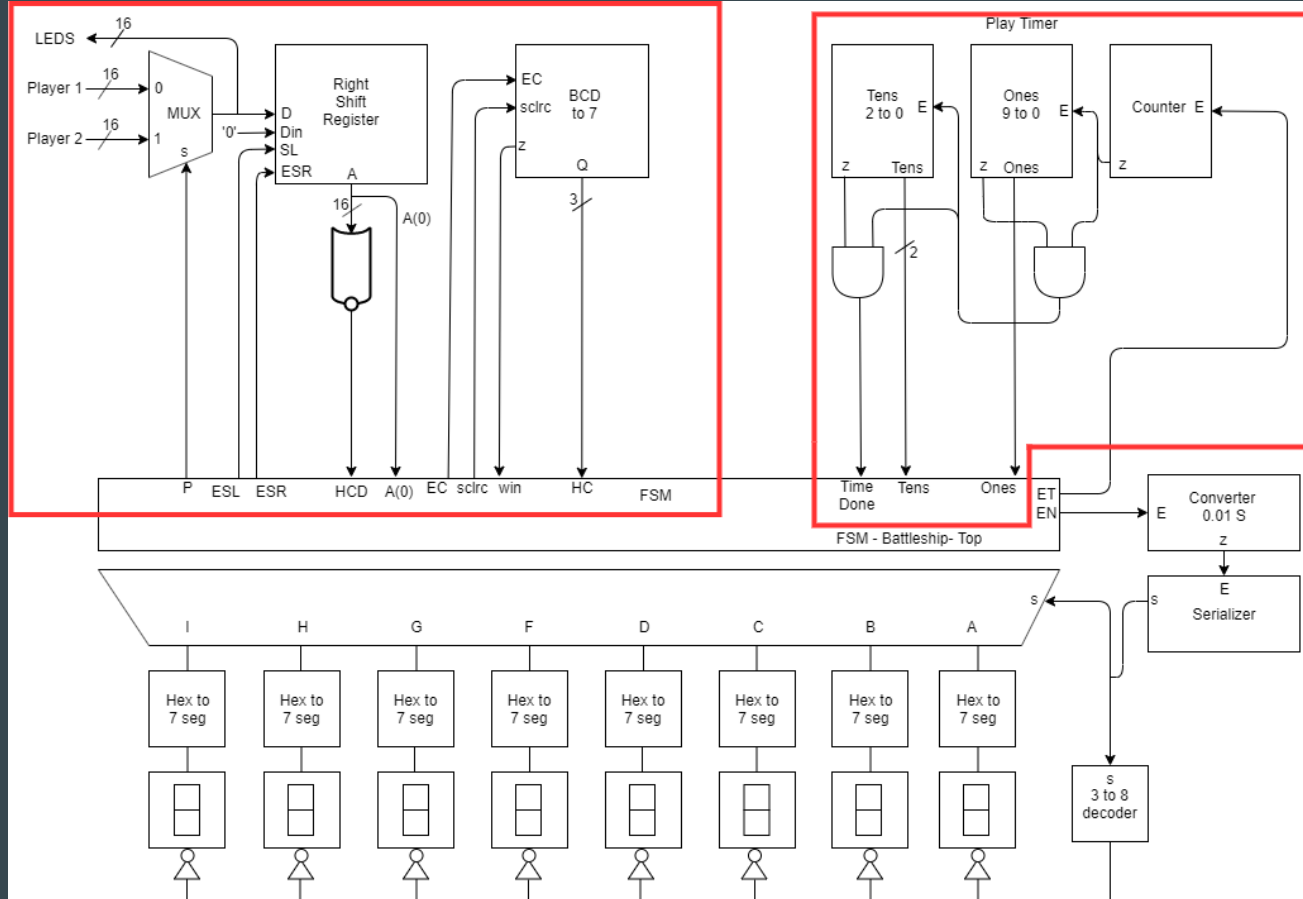
Game Board Hardware



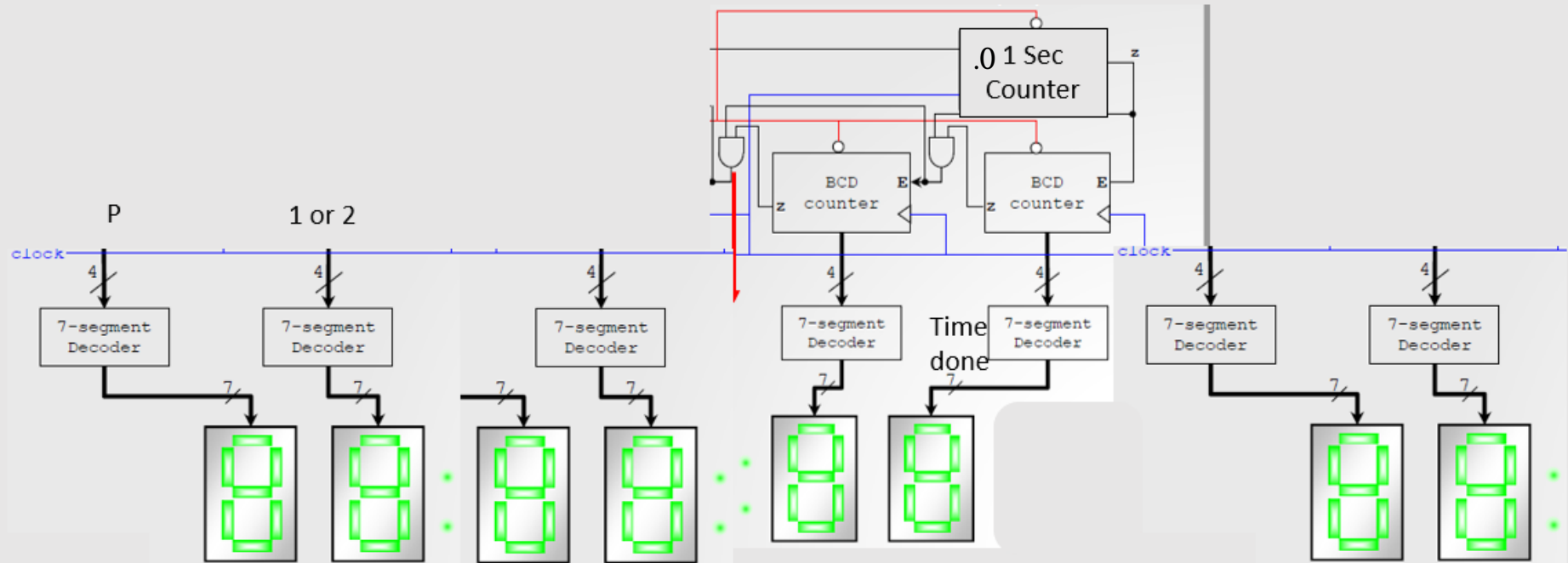
ASM Diagram



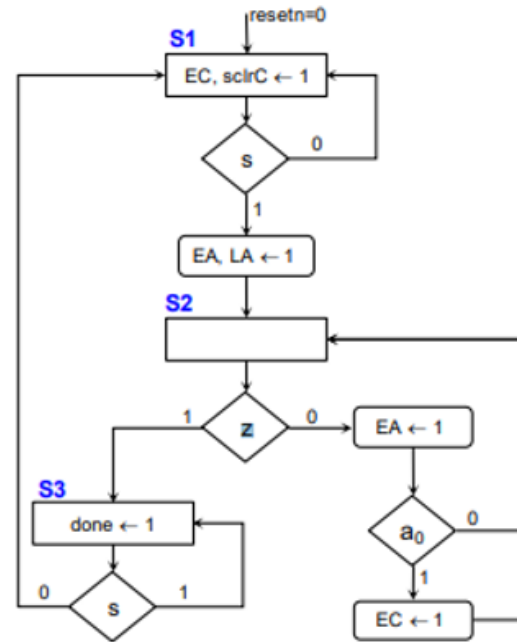
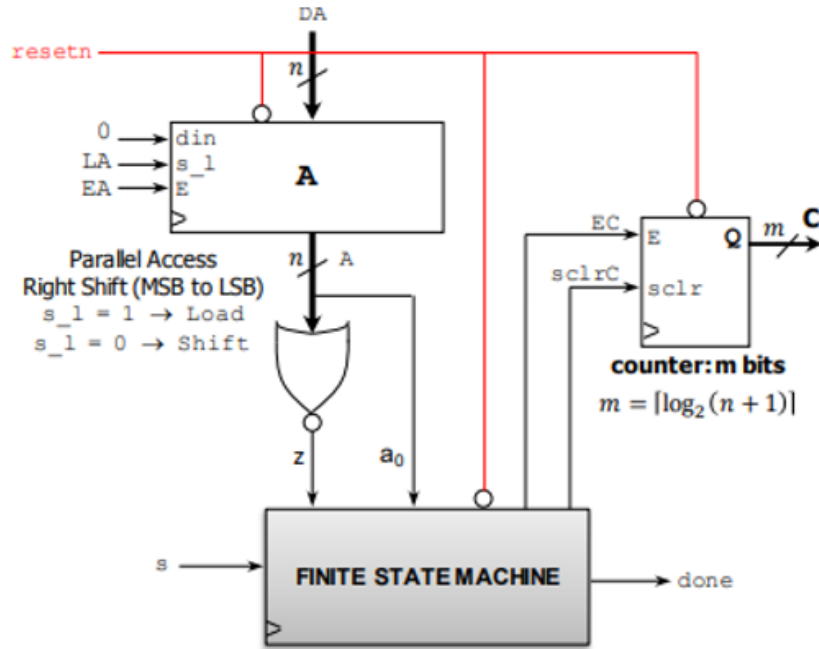
Program Design Layout



Serializer and Seven Segment Display



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?

