FPGA Tetris Checklist

Commitment:

• A fully functioning Tetris game, with FPGA button player controls.
• Character generation to display phrases and number on screen.
• Real-time scoring.
• Difficulty (falling speed) selector accessible via a main menu.

Goal:

• Two distinct sound effects that are triggered upon a piece locking into place on the grid, and upon lines being cleared on screen respectively.
• NES controller interface replaces FPGA inputs.

Stretch:

• Theme music playback from an SD card.
• High score saving and loading onto the SD card, that is displayable on the main menu.