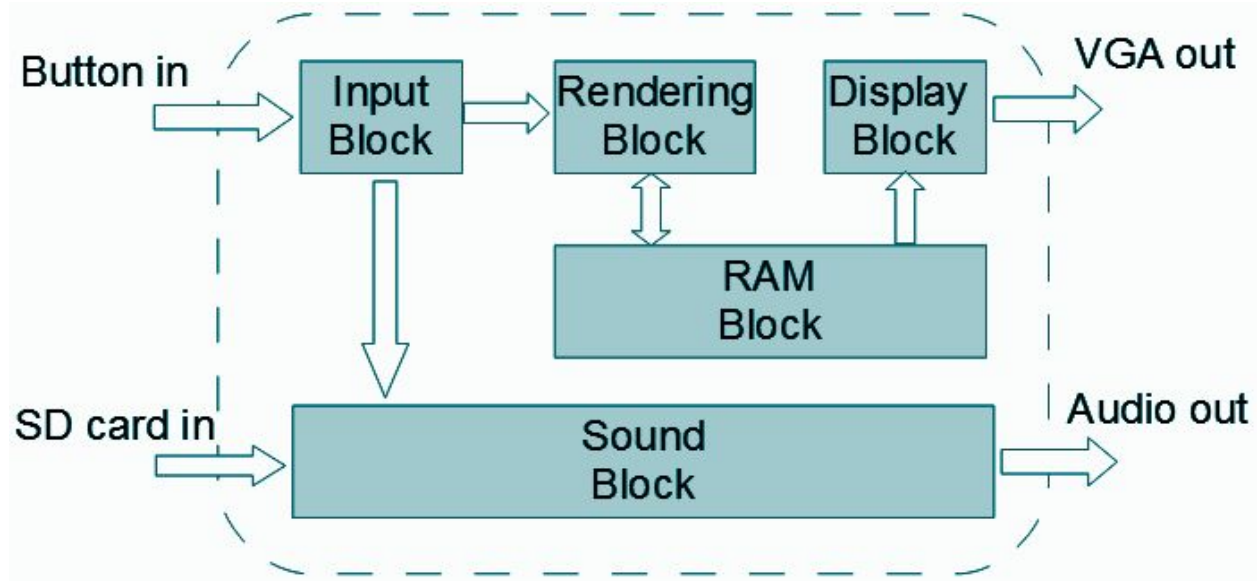


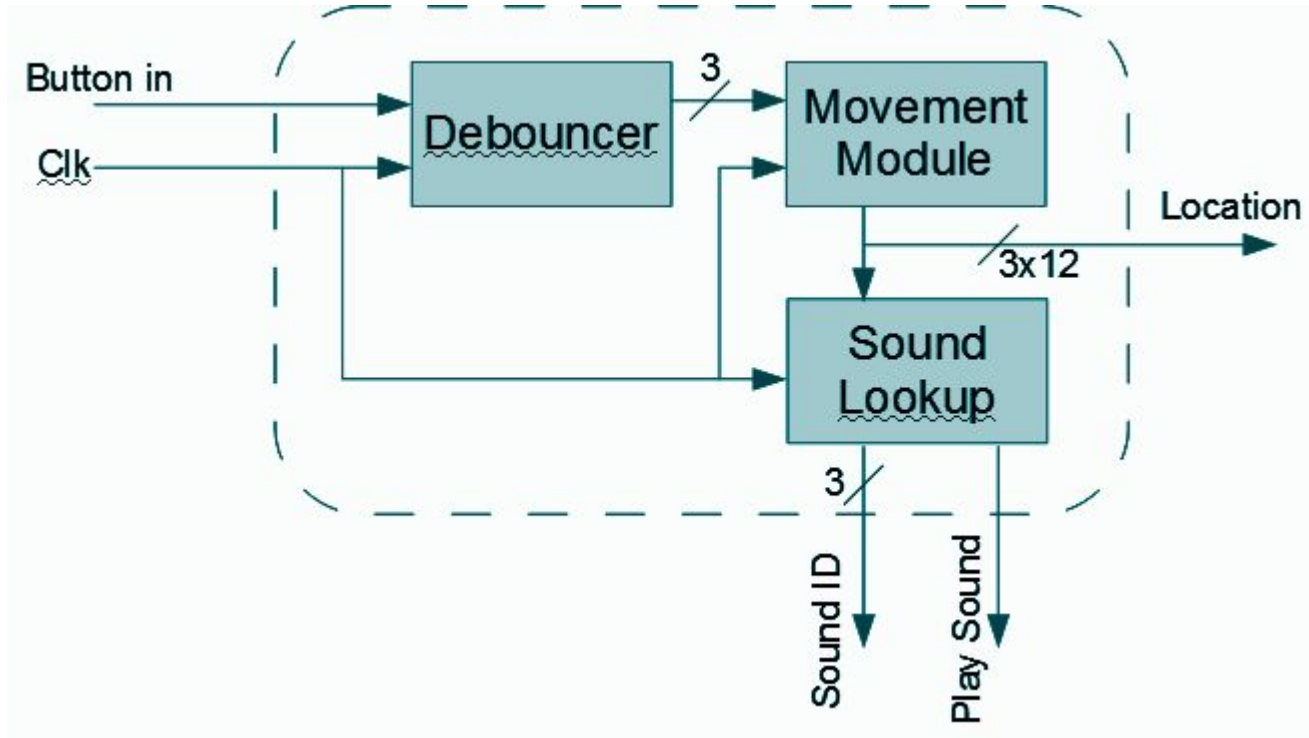
# 3D City

Grace Cassidy  
Khalil Elbaggari

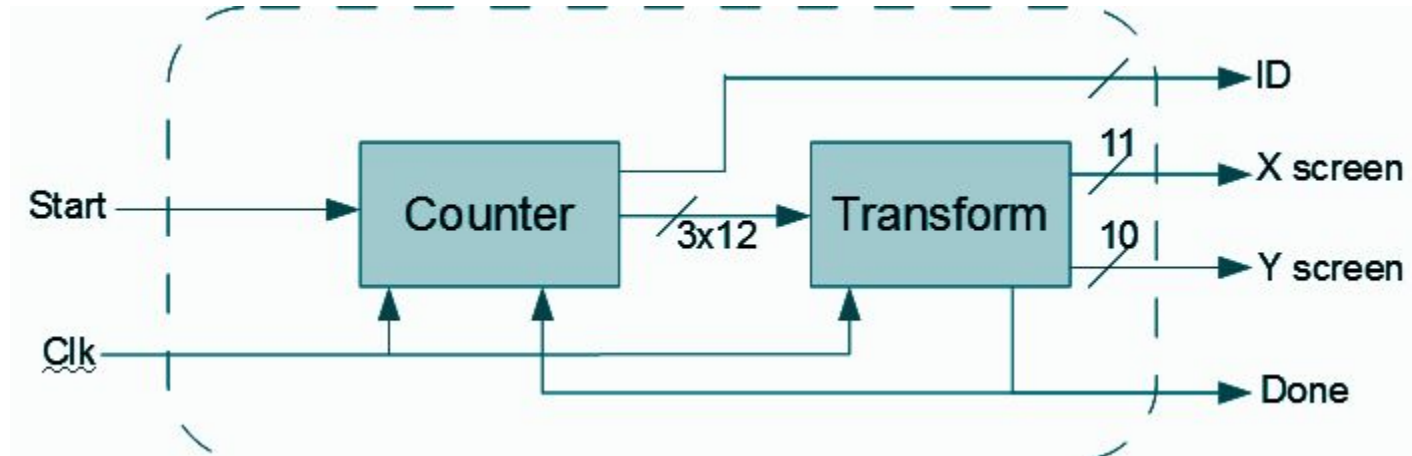
# Block Diagram



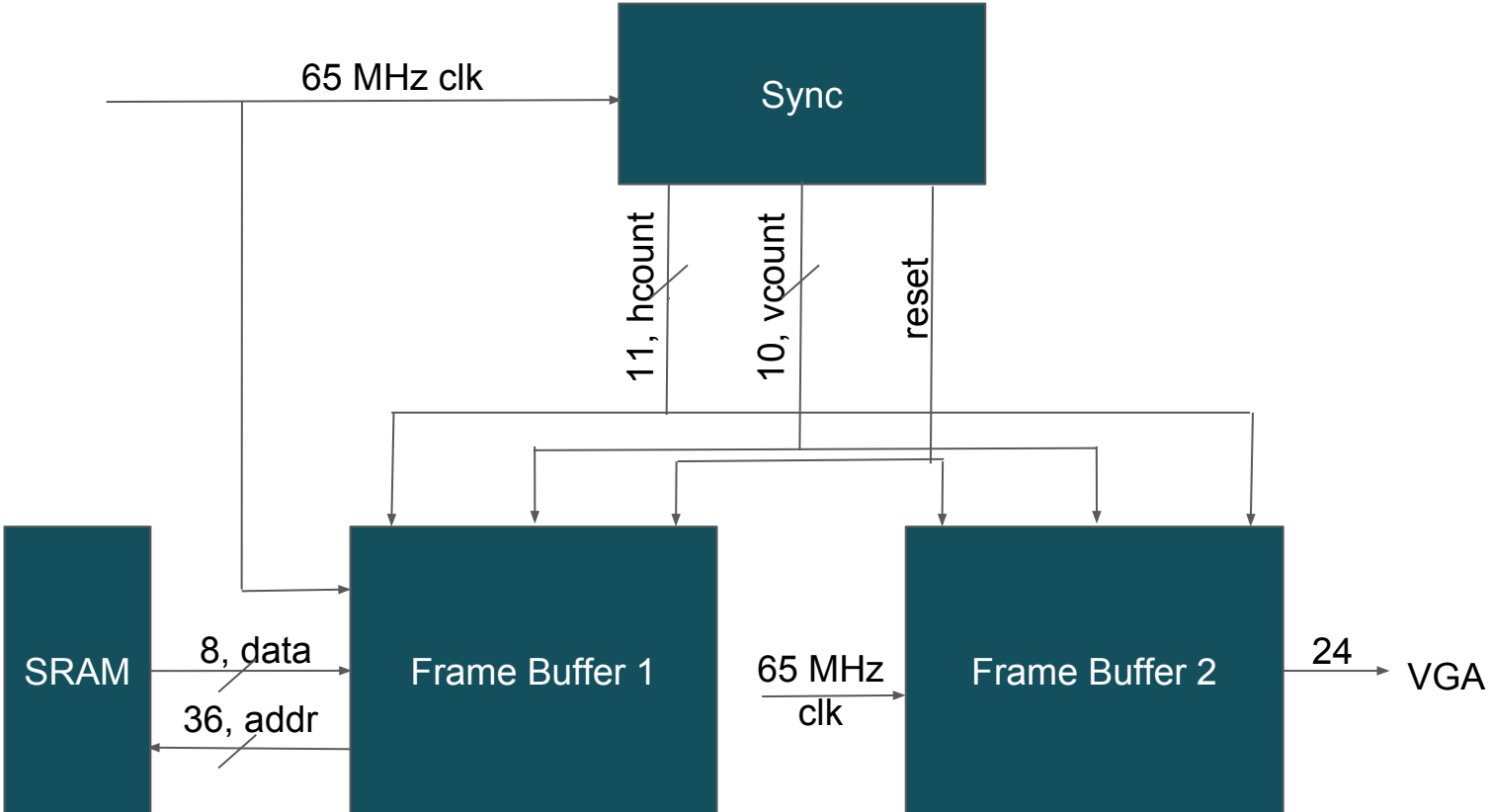
# Input Block



# Rendering Block



# Display Block

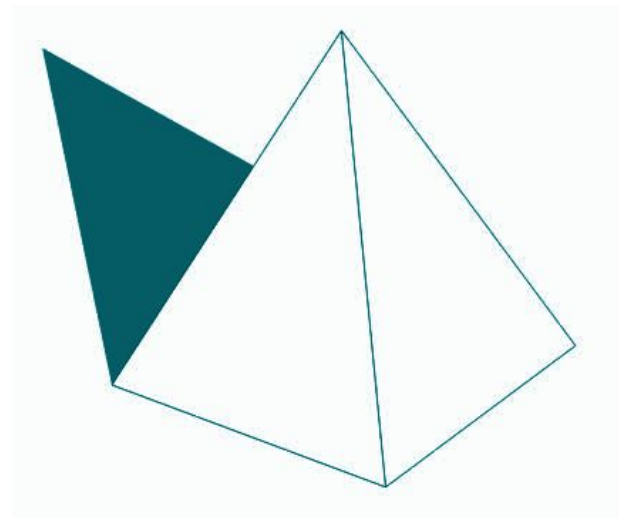


# Sound Block



# Stretch Goals

- Replace wireframes with polygons
- Implement z-buffer
- Add shading to buildings
- Implement acceleration and velocity control
- Add more sounds to city landscape

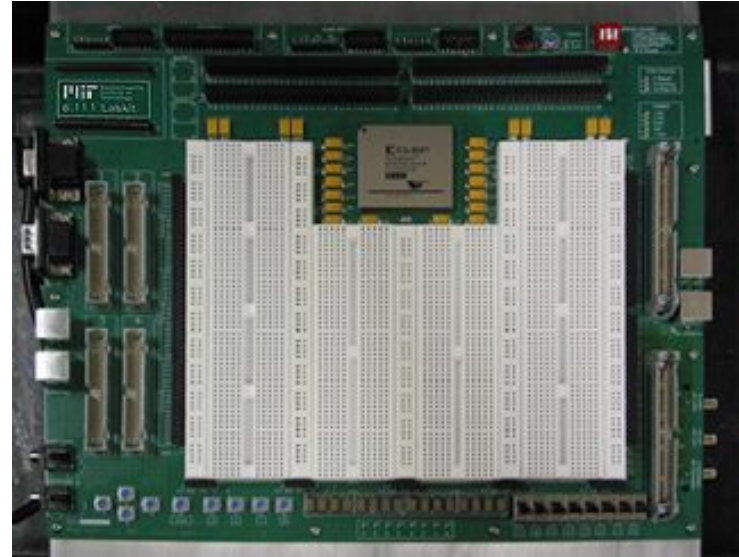


# Modifications

- Nexys 4 vs. labkit
- SD card
- Joystick



<http://www.trenz-electronic.de/download/d0/Digilent/d1/NEXYS4.html>



<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-111-introductory-digital-systems-laboratory-spring-2006/>



# Timeline

	Week of 11/2	Week of 11/9	Week of 11/16	Week of 11/23	Week of 11/30	Week of 12/7
1) Finalize project ideas						
2a) Rendering module, input module 2b) Display module						
3a) Writing to RAM module 3b) Reading from RAM module						
4) Testing						
5a) Sound module 5b) Replace wireframes with polygons						
6a) Integration of modules and testing 6b) Stretch goals						
7) Demo and final checkoff						