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**Team 16 Project Checkoff List**

**COMMITMENT**

- Physics engine
- 2D environment simulating 3D space
- Sprite/Frame Data Generator
- Button-controlled paddles
- Basic mono audio system for sound effects for collision
- Two FPGAs interfacing with each other
- Ball is visible with or without an angle
- Two XVGA displays

**GOAL**

- Paddle positional tracking
- Advanced sound effects beyond collision

**STRETCH GOAL**

- Realistic game engine physics:
  - 3-D space gravity
  - Paddle tilt physics
- Realistic game environment, i.e. shading and shadows engine
- Environment lights up in correspondence to ball movement
- AI one-player mode
- Advanced stereo audio system for sound effects