

Massachusetts Institute of Technology
Department of Electrical Engineering and Computer Science
6.111 - Introductory Digital Systems Laboratory

Final Project Check Off Sheet

Project Title: This Snake is Down Right Fierce

Student Names: Charles Hung

TA Name: Jae Lee

TA Signature/Date:

Design

- State transition diagrams, Block Diagrams, Code

Display

- Appropriate map for each game level is extracted from ROM
- Sprite outputs variable length snake

PS/2 Controller

- PS/2 Interface module correctly communicates with controller
- Snake responds to directional input from the player

Game Logic

- Game engine correctly detects collision with walls and obstacles
- Game engine correctly detects collision with snake
- Location of apple is random
- Snake increases length each time it eats apple
- Game halts when collision is detected