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

Final Project Check Off Sheet

Project Title: 3D Pong Student Names: Igor Ginzburg TA Name: Theodoros Konstantakopoulos			
		TA Signature/Date:	
		<u>Desi</u>	gn_
	Main Block Diagram		
	Triangle Pipeline Block Diagram		
	Controller FSM State Transition Diagram		
	Project Code		
<u>Fun</u>	<u>ctionality</u>		
	Demonstrate Rendering of a ROM-Based Model		
	Demonstrate Rotating the Model using a Trackball/Mouse		
	Demonstrate 3D Pong Gameplay		
<u>Disc</u>	<u>ussion</u>		
	What frame rate was achieved? Where is the main bottleneck? How can the frame rate be improved?		
	What are the limitations of using a simple trackball to input rotations? Suggest a better input device.		