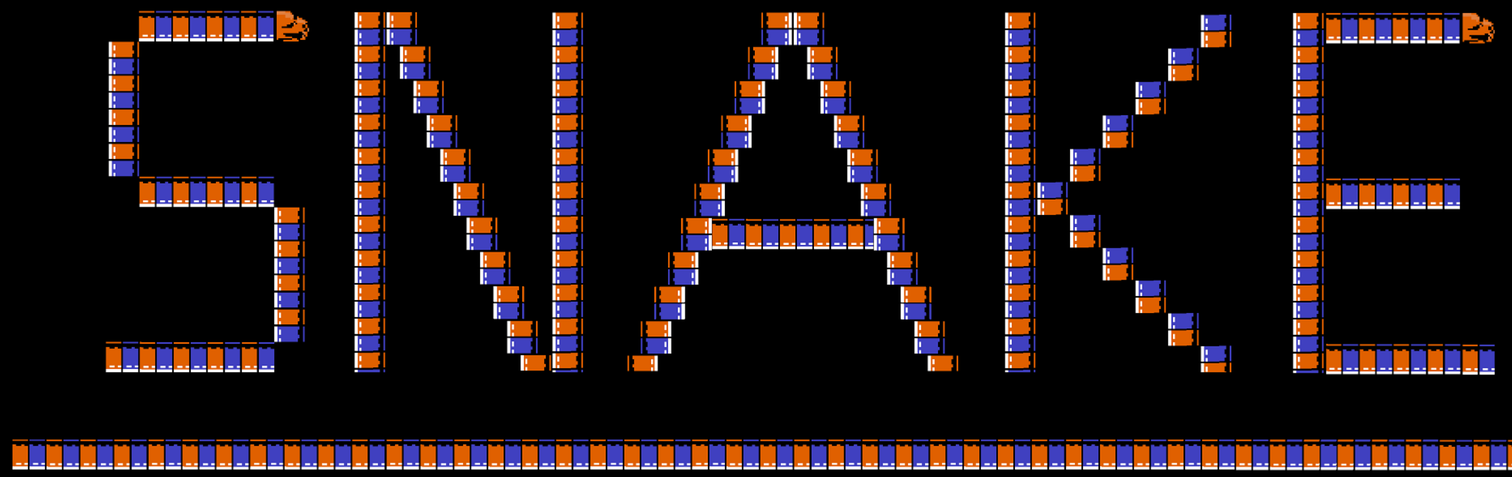
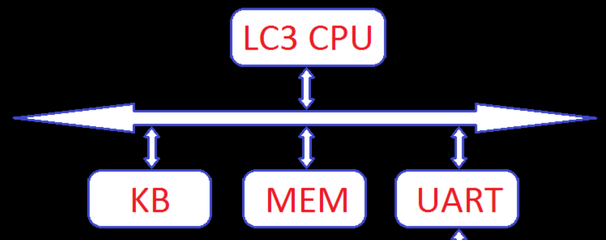


Extreme Gameplay!

- Blistering Speed!
- Earth Shattering Obstacles!
- Super Human Maneuverability!
- Beat your Friends Highscores!
- Play on Different Levels!

Mindblowing Technology!



In this project we have been using an LC3 computer system which is simulated on a Nexys 3 FPGA board. The FPGA board is connected to a PC through a serial connection. The game logic (a C program) then transmits information about how elements should be drawn on the screen to the PC, which then takes care of rendering the game.

Project Description!

The purpose of this project was to develop a fully functional snake game in C. The game had to be runnable on an LC3 computer system.

The purpose of the game is to steer the snake around on the map without hitting any obstacles or the snake's own body. The snake can eat different pieces of food which appear on the map and thereby increase the game score and grow in length. When a certain score is reached you beat the level and advance to the next!