

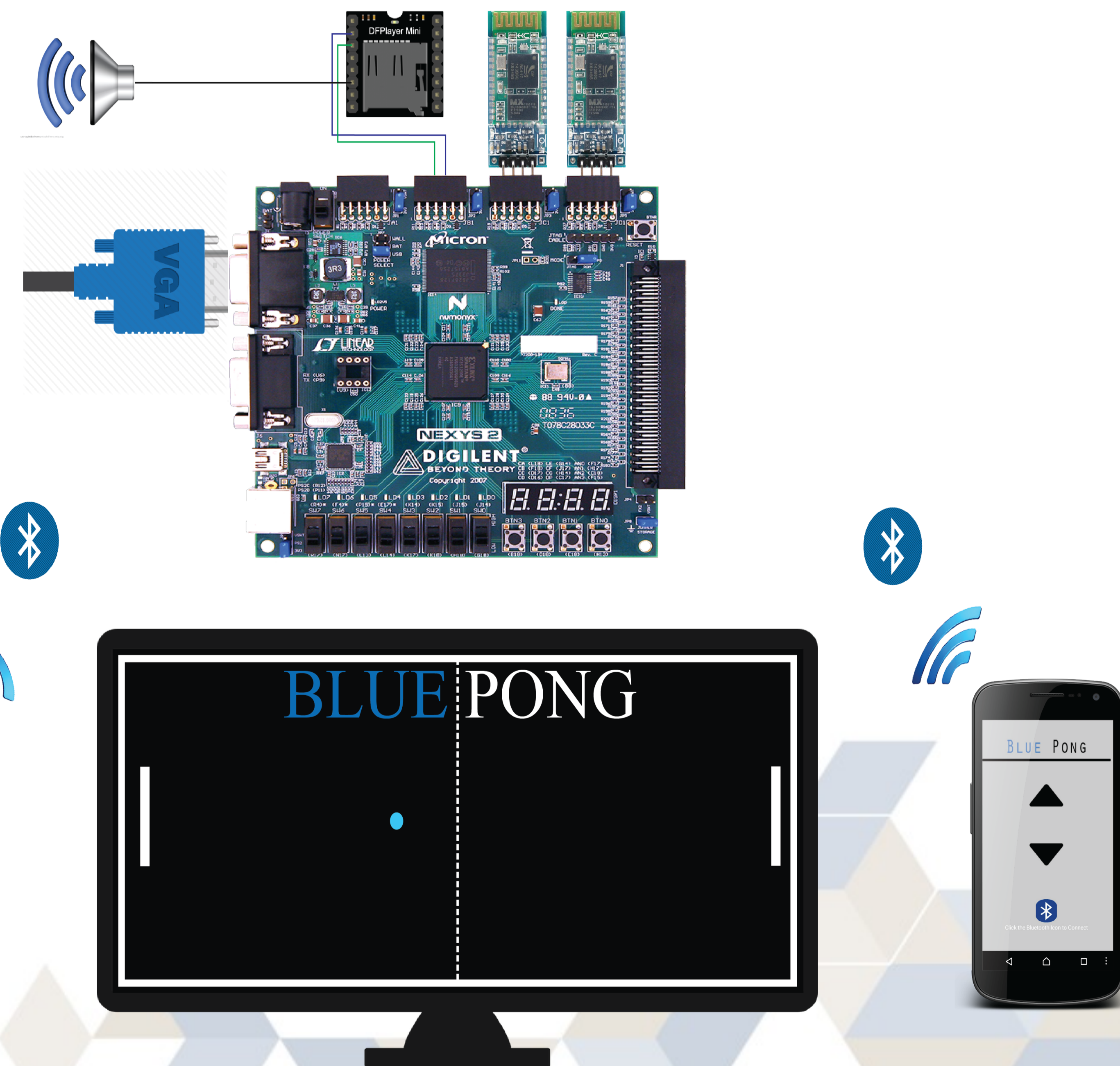
Blue Pong

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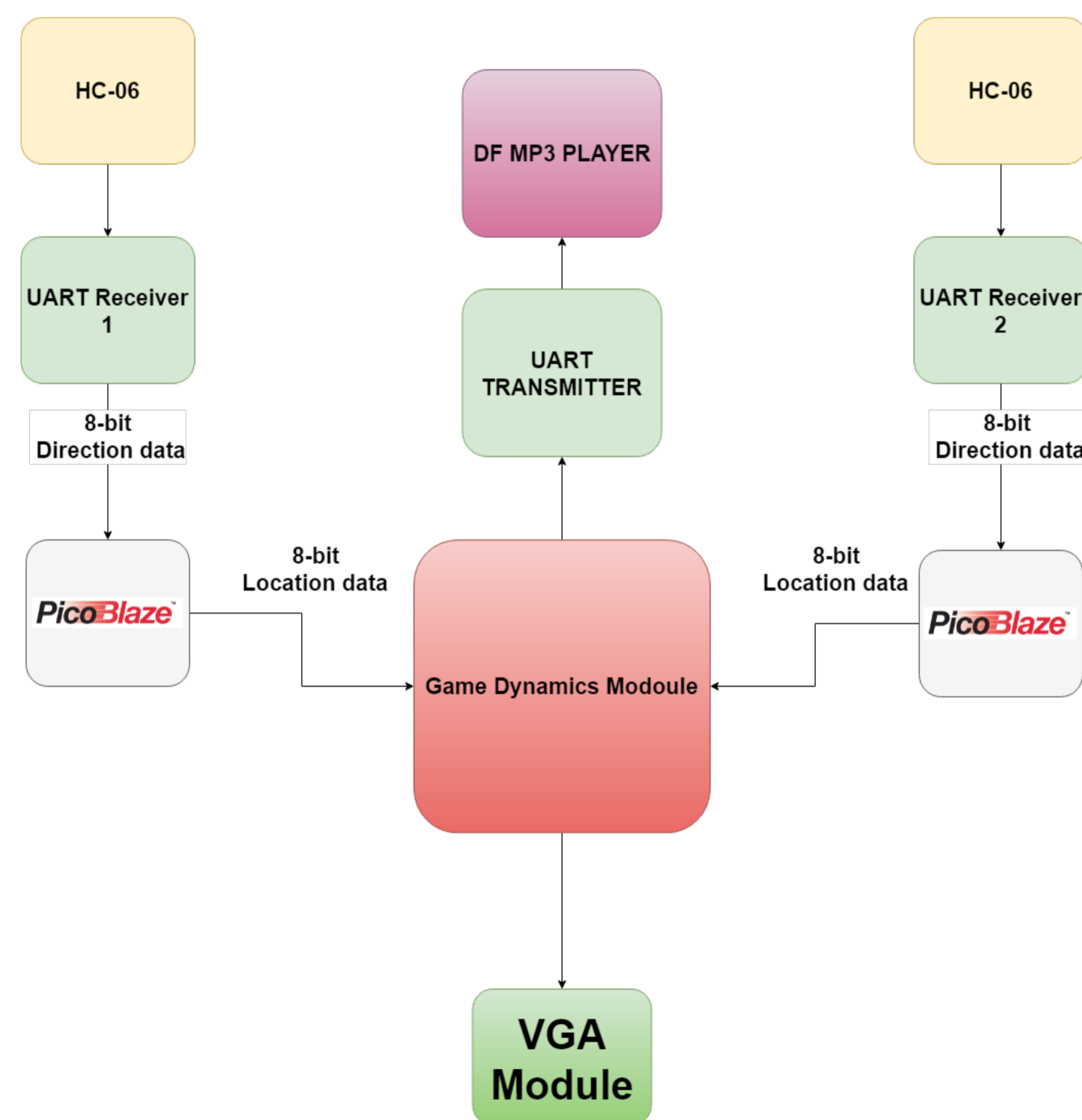
Introduction

- BluePong is a multiplayer game, this simple "tennis like" game features two paddles and a ball, the goal is to defeat your opponent by being the first one to gain 7 point, a player gets a point once the opponent misses a ball.
- Our project utilizes FPGA, two hc-06 bluetooth to serial communication modules, two mobile phones as a remote, one sound module and vga monitor.

System Overview



System Flowchart



Methodology

- Player controls the pad using mobile app.
- Hc-06 gives serial data coming from mobile phone. UART driver converts serial input to 8-bit output.
- PicoBlaze controls pad location according to UART output.
- Game mechanics module controls the ball movement and collisions.
- VGA module runs the vga monitor and displays pads, ball, score at monitor.
- Sound module creates game sound when ball collision occurs.