

## FPGA Tetris Checklist

### Commitment:

- A fully functioning Tetris game, with FPGA button player controls.
- Character generation to display phrases and number on screen.
- Real-time scoring.
- Difficulty (falling speed) selector accessible via a main menu.

### Goal:

- Two distinct sound effects that are triggered upon a piece locking into place on the grid, and upon lines being cleared on screen respectively.
- NES controller interface replaces FPGA inputs.

### Stretch:

- Theme music playback from an SD card.
- High score saving and loading onto the SD card, that is displayable on the main menu.