Tank Game

1. Team members:
   
   Zixiang Zheng    zz2642
   
   Wenzhe He        wh2443

2. Problem to work on

   Run a classic ‘tank’ game on a VGA monitor.

3. Work to do:

   Software:

   Receive the input button information from hardware side. Process the game logic. And output the game status(like where is the tank, where is the wall).

   Hardware:

   Use the game status information from software side and turn the pixel information and send to the VGA monitor(like map the ‘tank’ to real image pixel).