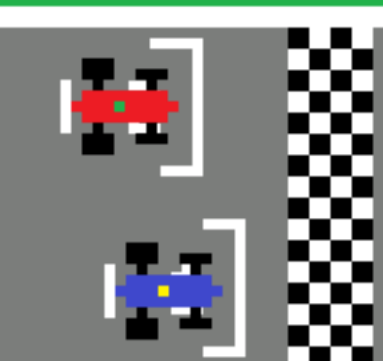


NanoRacer

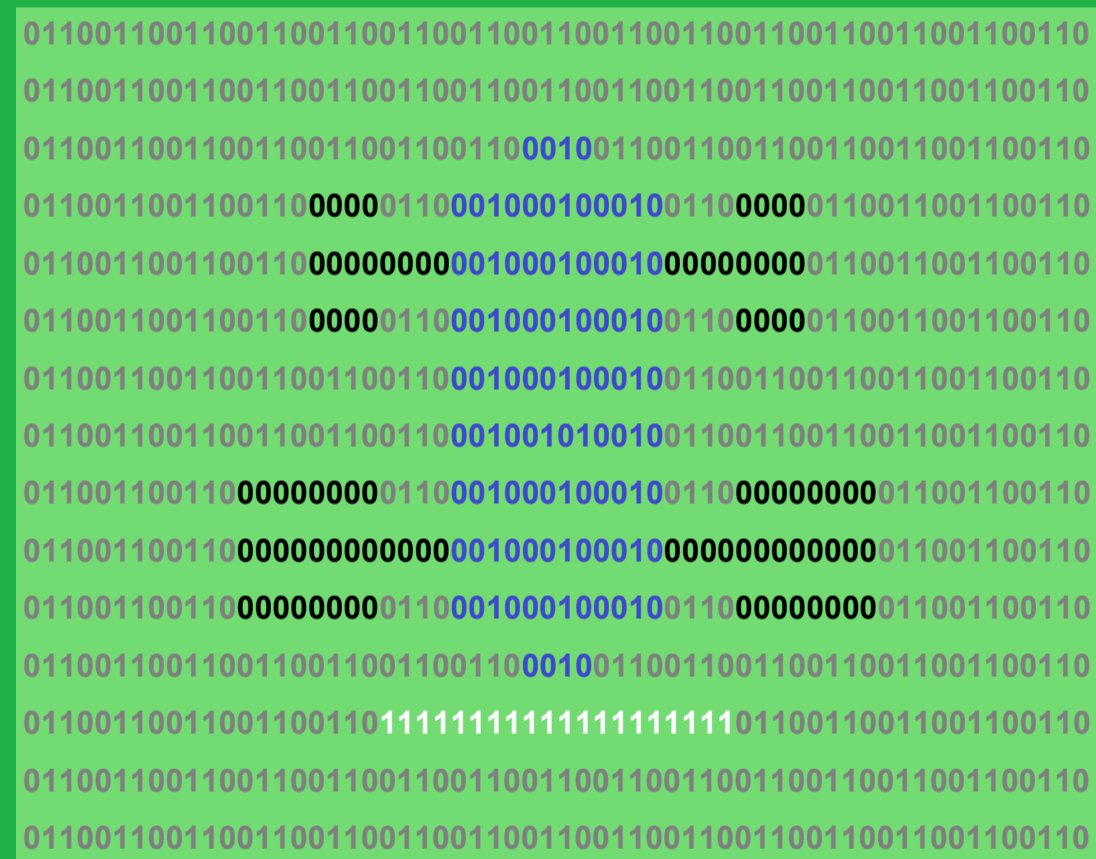


Project Description

NanoRacer is our 3 week project done in January 2014.

In the project we implemented a computer in hardware on a FPGA board. On this computer we implemented a car game based on our ideas of a game we would like to play.



Bit map af bil



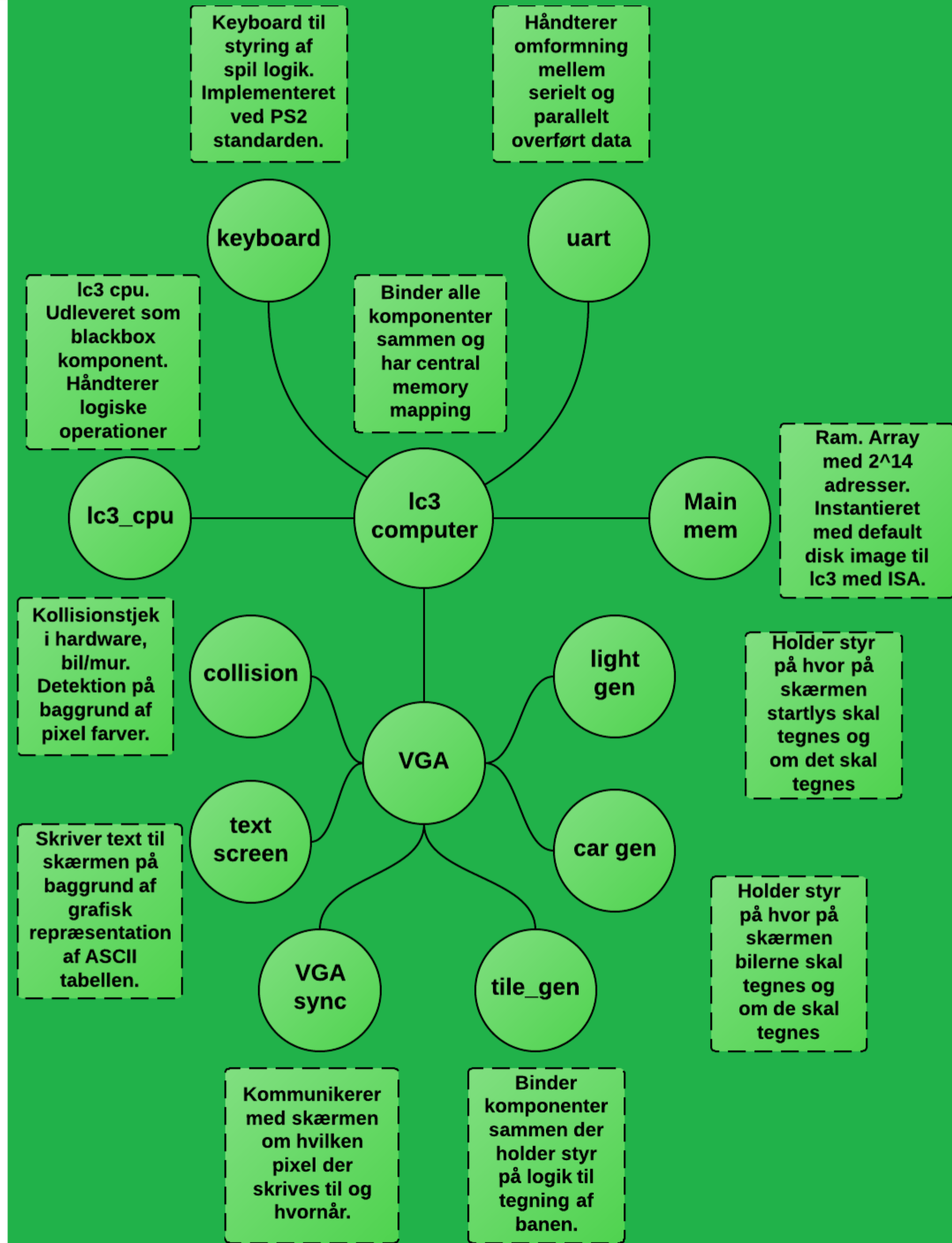
Rendering



- | | | |
|---|-------------------------|---|
|  Multiplayer | Real 8-bit color |  |
|  High speed | Smooth gameplay |  |
|  Crashes | Formula 1 cars |  |
|  Realistic controls | Multiple FIFOs |  |

HW/SW Programming  Martin Caspersen, s122996
 Lasse Dalgaard, s110815
 Diplom IT—Group 5  Jesper Baltzersen, s100182

Hardware komponenter



DTU Compute
 Institut for Matematik og Computer Science

