Hint: think about registers.

I have already built an FSM to run at 5MHz, but I now need to use a 50MHz clock. How can I get it to still only change states 5M times a second?
Change data based on input when row is selected

Store one bit of data

Requirements:

RAM Cell

SomeLoremPT
animation on a 7-segment display
Use a memory to do a programmable 32-picture

RAM example
module memory16 6x (data_in, data_out, addr, we, clk);

always @ (posedge clk)
begin
    if (we)
    begin
        data_out <= mem[addr];
    end
end

mem [15:0] => data_in;

endmodule