Mark Sullivan
Don Goldin

6.111 Project Checklist

Asterisks indicate time-permitting tasks

Input module:

- Interface with labkit buttons

- Movement via a joystick

- Shooting angle via a joystick

Game module:

- Player can move around on screen

-At least one type of enemy can move around on screen

-Several types of enemies can move around on screen simultaneously

-Units can't move past screen boundaries

-Enemies randomly spawn

-Bullets fire automatically

-Collisions are detected

-When a bullet collides with an enemy, both are destroyed

-When the main character collides with an enemy, the game halts

-Game can be reset by a button

* - Difficulty scaling with time

* - Enemies spawn in specific waves

* - Score, which can be put on hex display

Graphics module:

- Double buffered video at 800x600 resolution, 30hz frame rate

- Lines between any two points drawn to off-screen buffer

- Looking up and drawing the line segments of each entity

- Translating and rotating those segments based on data from the game module

* - Alpha blending