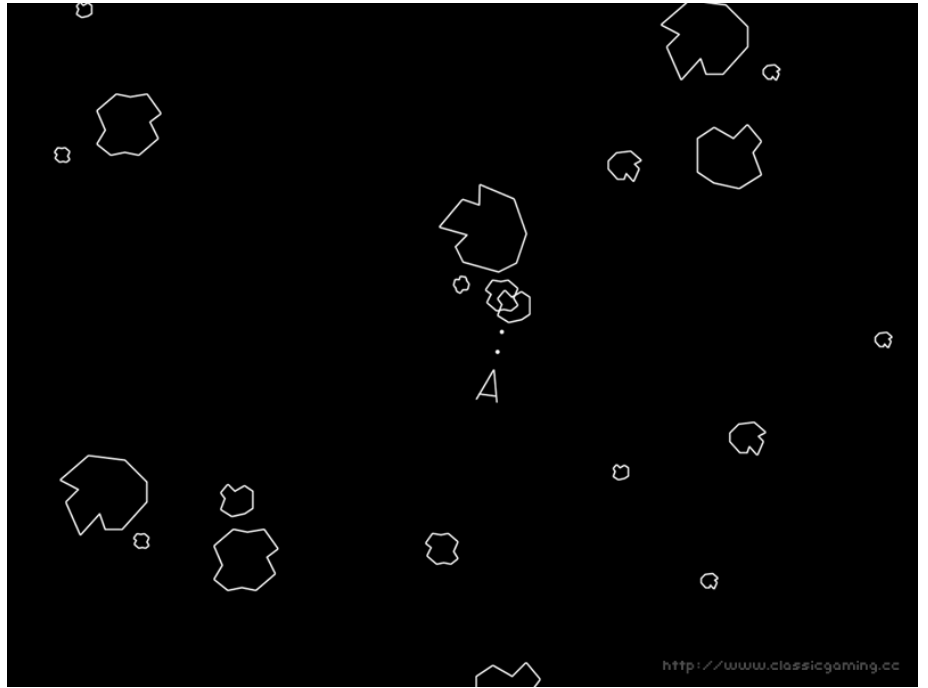


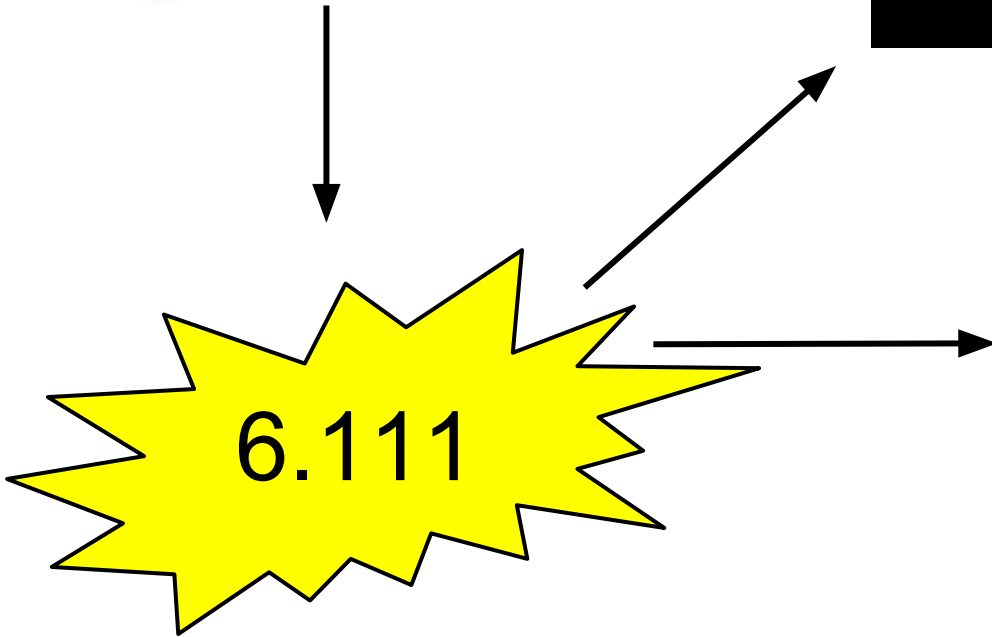
Asteroids

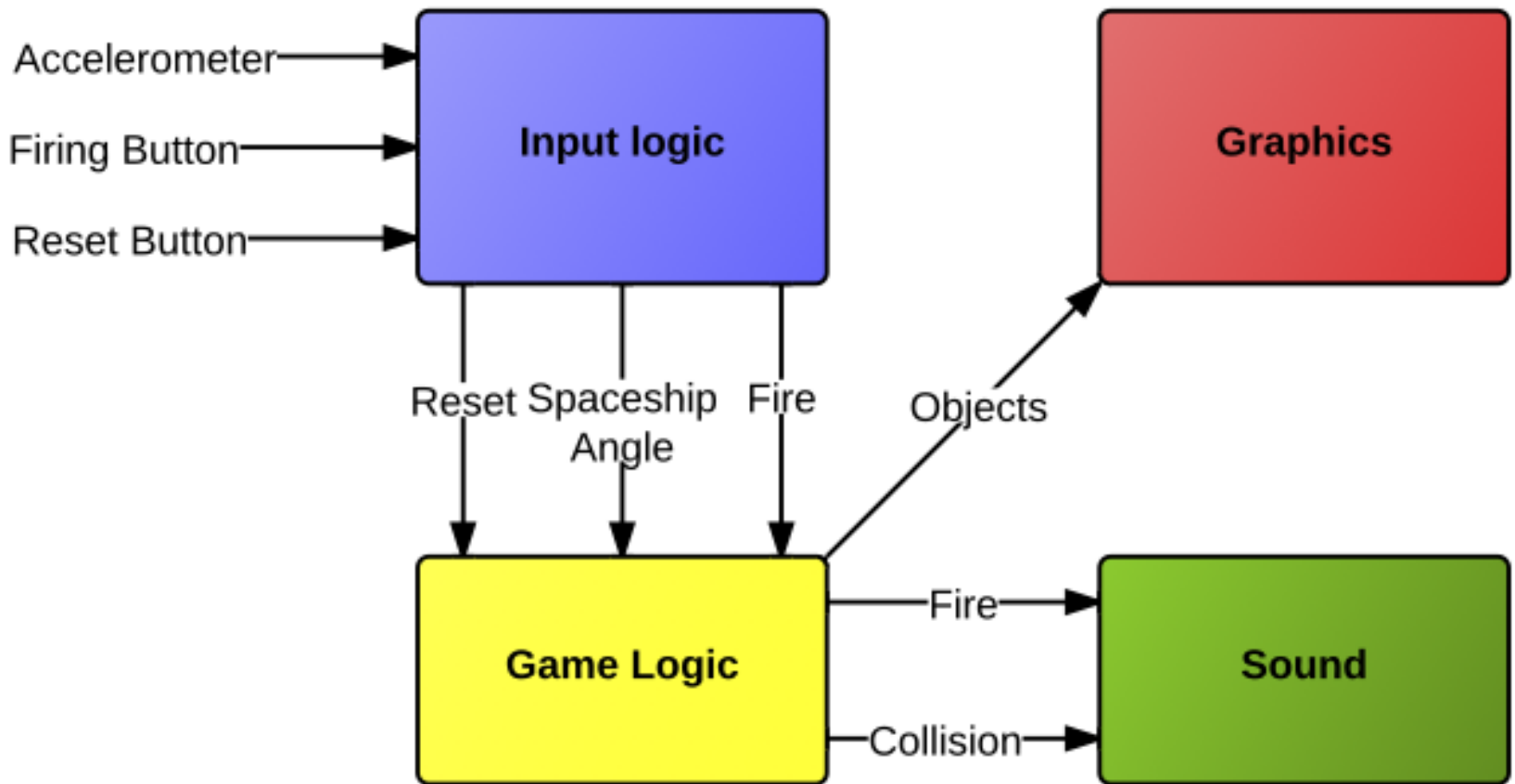
6.111 Final Project

Daniel Hawkins
Anna Waldo

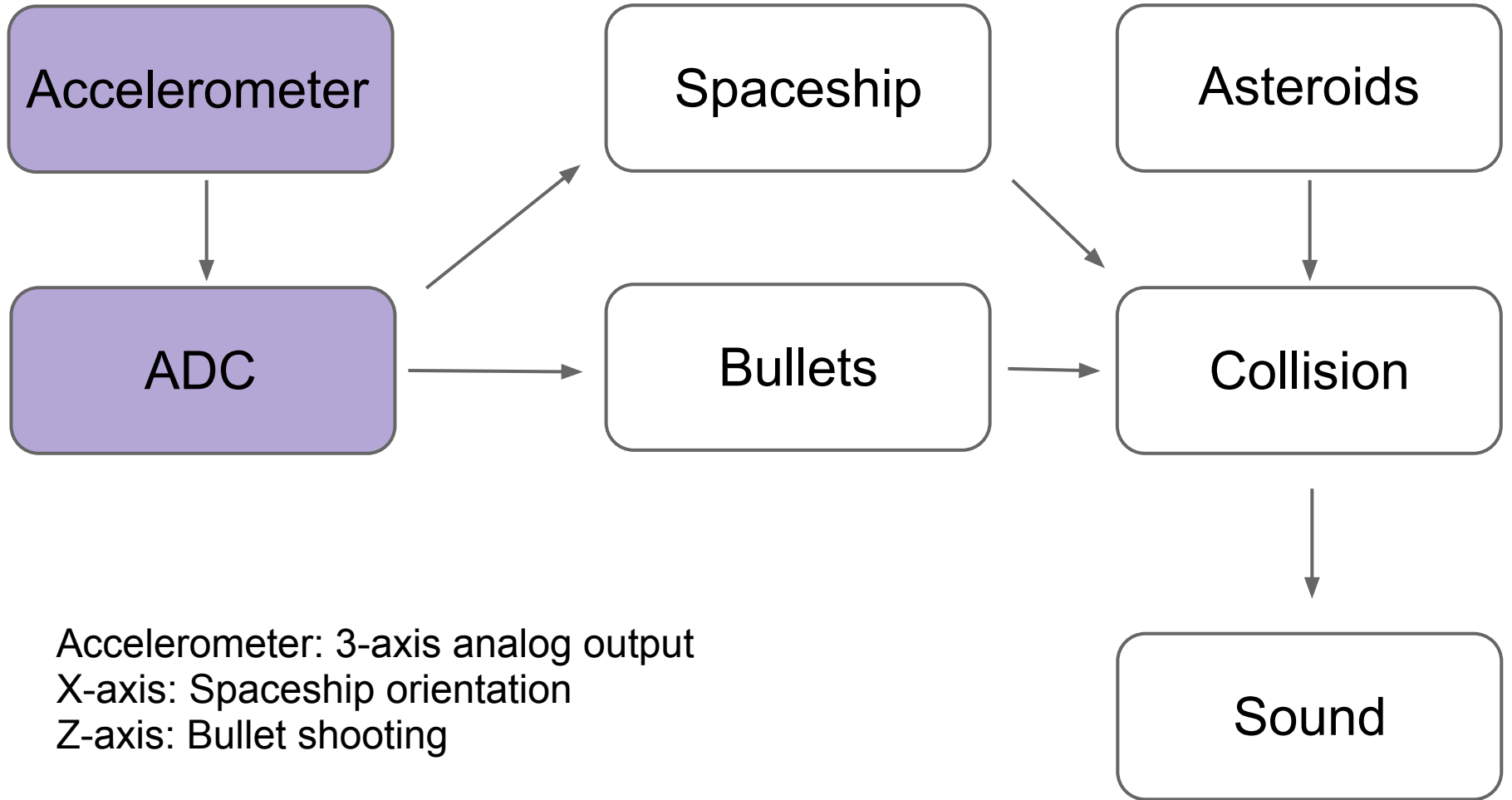


<http://www.classicgaming.cc>





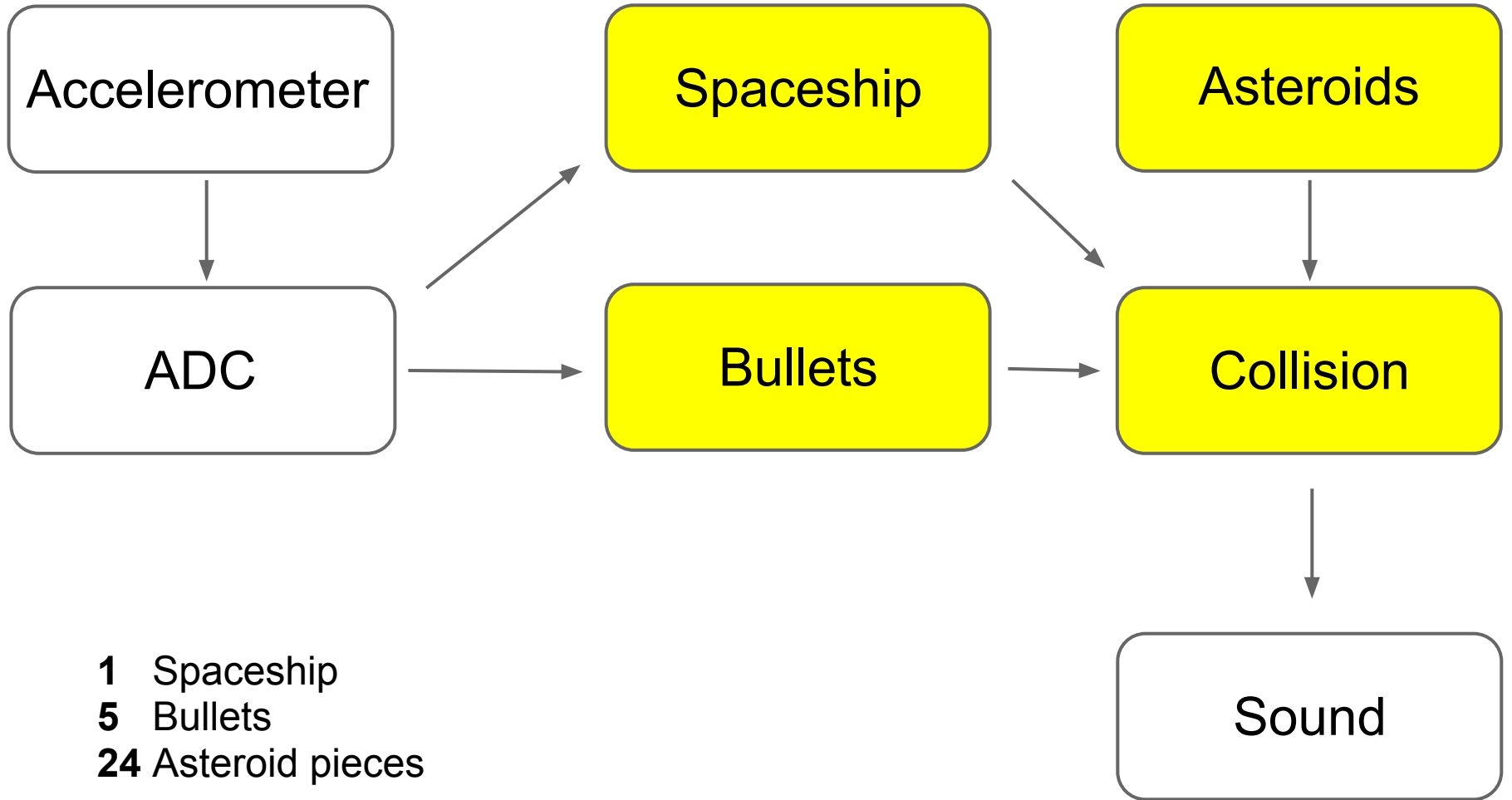
Input



Accelerometer: 3-axis analog output
X-axis: Spaceship orientation
Z-axis: Bullet shooting

ADC: Analog to Digital Converter

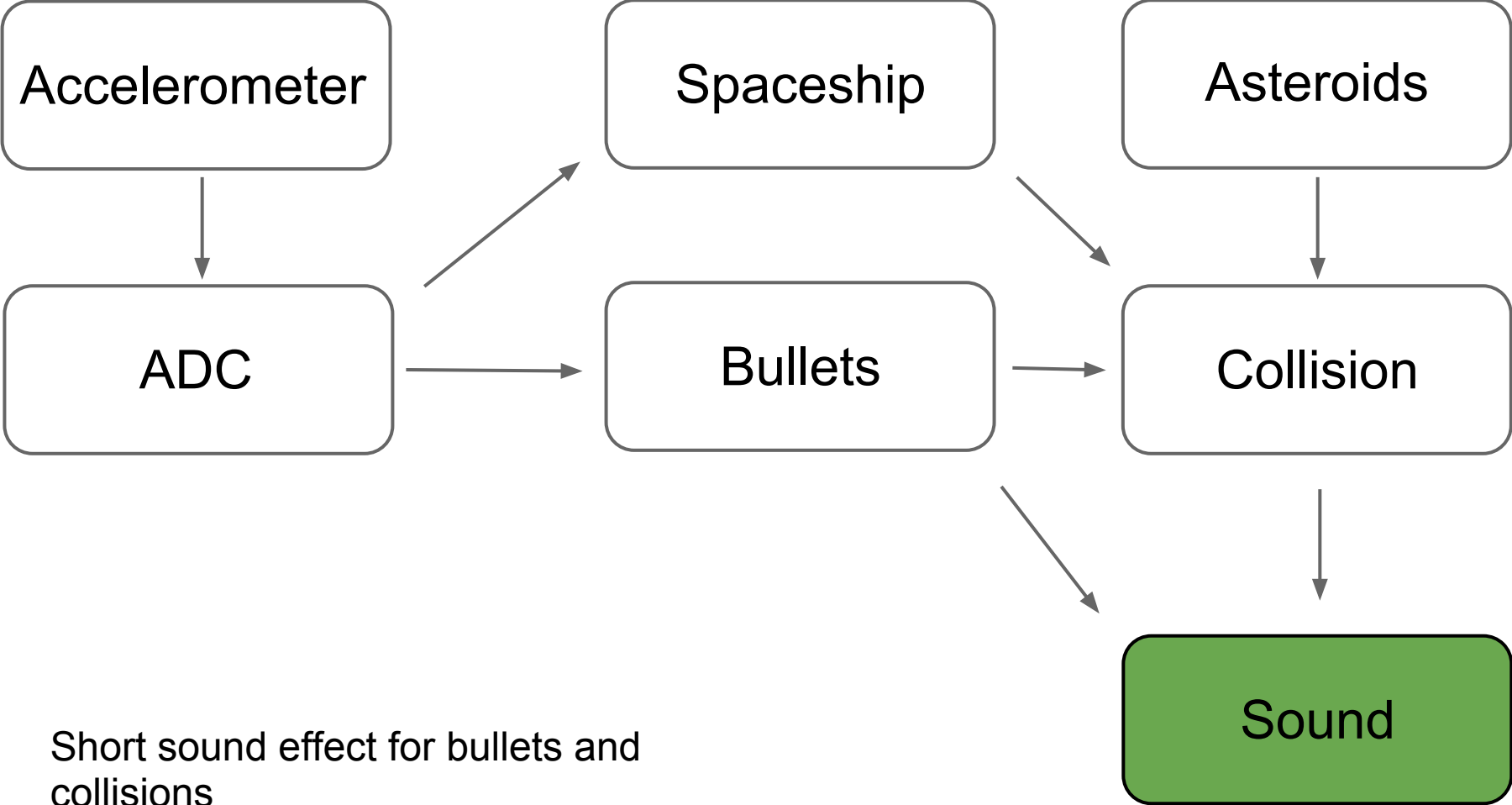
Game Logic



- 1** Spaceship
- 5** Bullets
- 24** Asteroid pieces

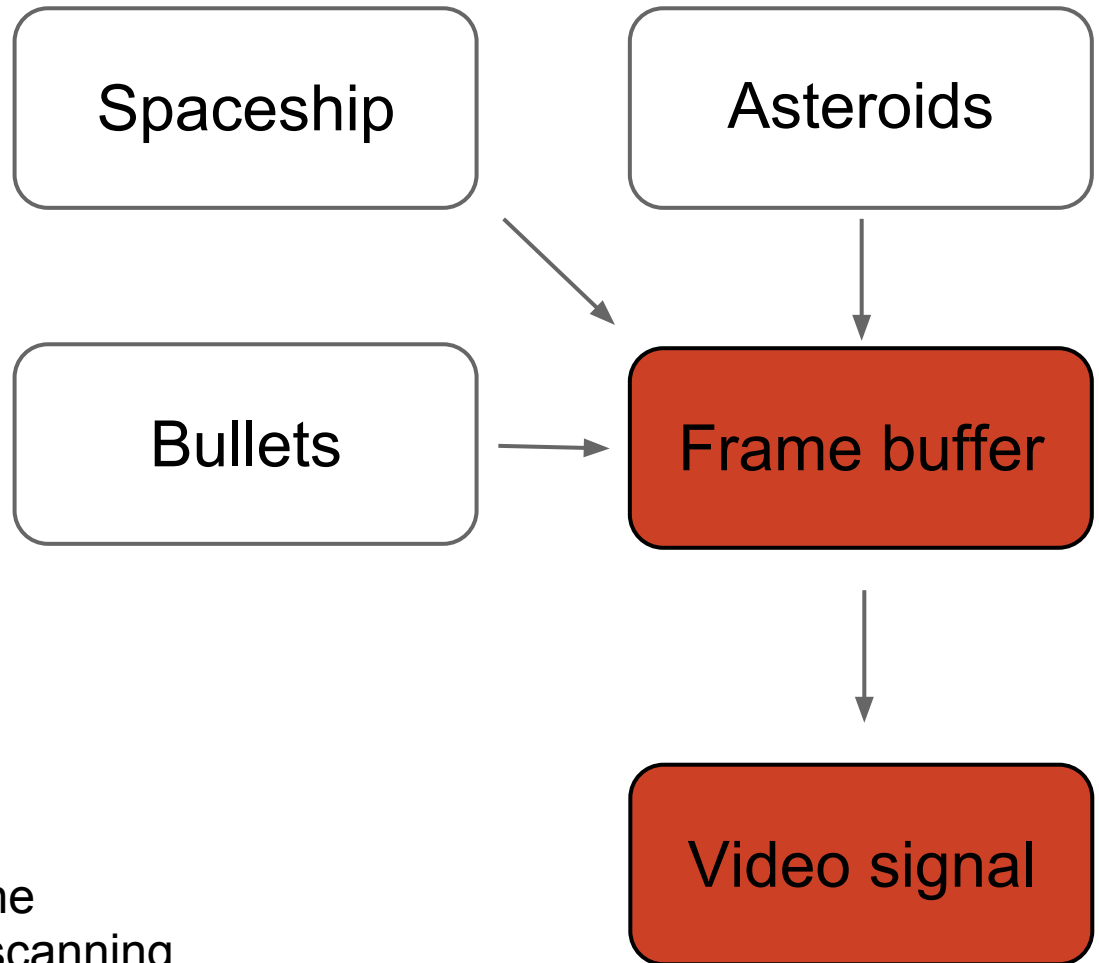
Lots of collision possibilities!

Sound



Short sound effect for bullets and collisions

Video



Frame buffer will decouple the drawing of objects from the scanning of the display.

Timeline:

11/15: Anna - Accelerometer input, ADC

Daniel - Spaceship control, vector shaping

11/22: Anna - Shooting control

Daniel - Asteroid movement

11/29: Anna - Sound output

Daniel - Collision detection

11/30 - 12/7: Debugging!

