Part 4 Game Selection

CS212 GBA

April 9, 2008

Below is a list of game suggestions for Part 4 of CS212G, separated into categories of difficulty. If you don't know what a game is, simply Google for: "game title" flash. One of the first few links will be a playable flash version of the game. Note that the versions you implement do not have to have all of the features of the flash versions.

1 Easy

- Space Invaders
- Lunar Lander
- Centipede

2 Intermediate

We heavily suggest that these games be implemented as a group. They all involve alot more work, how much more depends on what the scope of features you wish to implement are.

- Pacman
- Donkey Kong
- Frogger
- Bomberman

3 Difficult

We require these be implemented as a group. They all would be best to use the GBA in ways not explicitly covered in this class (although TAs will be available to guide you in extra topics).

- Tetris

- Missile Defender

- Asteroids

4   1337

Both of these make heavy and complicated use of the affine transformation matricies of sprites and backgrounds to produce psuedo-3D effects. Very cool, not for the faint of heart.

- Mario Kart

- Antartic Adventure

5   Your Own Idea!

If you have an idea for a game you'd like to implement for this part of CS212, that's great! It can be either a game that exists already or an original idea. If this is what you'd like to do, then please type up a short document (about 1/2 page) about the game you'd like to implement, and most importantly, what features you will implement, and how long you believe it will take you (and your group) to implement all these features. Stay away from story oriented types of games (RPGs, ...), as these typically have simple engines, and most of the programming is done designing worlds (maps) to play on. The TAs will review your ideas and get back to you on what they think is 'feasible' in the given amount of time.

6   What to Submit

If you want to do one of the games listed under easy or intermediate, just submit a document that says which game you choose. If you want to do one of the games listed under difficult or 1337, please type up a document similar to the one for other games. Cover what features you want to implement, and how long you think they will take. Again, keep it short (1/2 page). Submit this to CMS by **Sunday Apr 13, 2008**.