

Project Specification

Project Summary

Multi player shooter platform game.

Two players play against one another through serial port.

The map is a 2D side view with platforms, which the players can use to move around.

Each player's character has an health pool, which is reduced when it get hits by a shot. When a character's health is brought to zero the game ends and the other player wins.

Devices used

Video card – graphics of the game;

Timer – interrupts – manage time between shots (attack speed), used for refresh rate of the game;

Keyboard – interrupts – used to move the characters;

Mouse – interrupts – used to aim and shoot;

Serial Port – establishing connection between the two players;

Modules

Video card – graphics;

Sprites – objects and collisions;

Timer;

Keyboard;

Mouse;

Serial Port;