Project Requirements Tom Dale, Andrew Peacock, Davis Mariotti

We want to create a helicopter game using a single button input and the VGA screen output. A helicopter game has a few components that creates a fun side scrolling fast paced reaction game. A helicopter stays horizontally still while the surrounding cave floor and ceiling rush past. The player is responsible for controlling the flight altitude of the helicopter as to not crash into the cave.

Steps to create full game

1: make cube on screen

2: make cube go up and down with button click

3: create simulated gravity

4: make reset button

5: create bitmap for creation and collision of objects

6: create simple scrolling walls

7: implement collisions between helicopter and walls

8: game over screen

9: create randomized wall patterns

10: create score counter

11: make cube look like helicopter

