CS 2261 Homework 04: Complex Mode 4 Game

Description
For this assignment you will be creating a new game now that you know how to use DMA and state machines. The design of this game must be more complex than just 'falling boxes' or 'collect the boxes' or 'basic pong'. Push yourself creatively, and see what you can come up with!
You can **NOT** make a game you have made before.

Impress Us
Same as the last assignment: impressive visuals and effects are impressive. Unique gameplay is very impressive. Remember, using DMA allows you to draw more, and draw faster- use that to your advantage!

- Must use structs appropriately
- Must use DMA as discussed in lecture and recitation
- Must include text in a non-static fashion (aka, you can't **just** have a title screen text... the text needs to **change or update** somehow)
- Must use images
    - At least one use of drawFullscreenImage
    - At least one use of drawImage
- Must use a state machine as taught in lecture and recitation. **Minimum** states required:
    - Splash
    - Game
    - Pause
    - Win/Lose
- Game must be **different** than last game; take advantage of how fast you can draw things!
- Must include a readme.txt explaining how to play your game

Tips
- Some example games include:
    - Breakout (at least 3 rows of 5 blocks) (Easy)
    - Tetris (Hard)
    - Original game concepts, please approve (Easy-Hard)
        - Ideas
            - http://www.ferryhalim.com/orisinal/
            - Simple Neopets games http://www.neopets.com/games/
            - Old Atari games ie Asteroids http://www.freeasteroids.org

Submission Instructions
Compress your entire project folder, including all source files, the Makefile, and everything produced during compilation (including the .gba file) into a single .zip file. Submit this .zip on T-Square. Name your submission HW04_FirstnameLastname, for example: "HW04_MarniePiper.zip".