COMP310: Legacy Game Systems

2: De-make culture

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Research journal check-in

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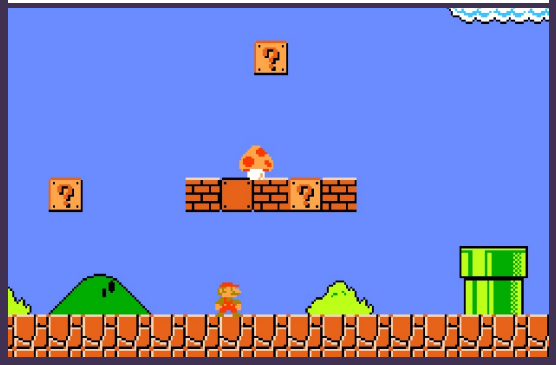
NES hardware

Nintendo Entertainment System (NES)



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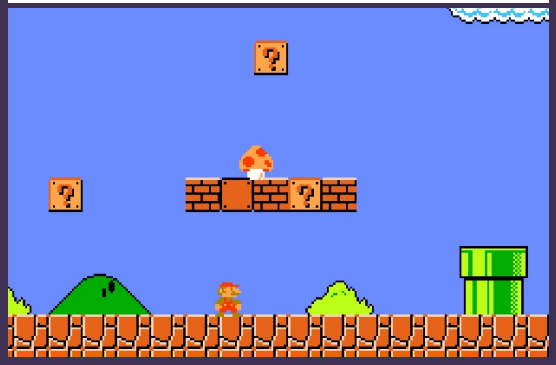

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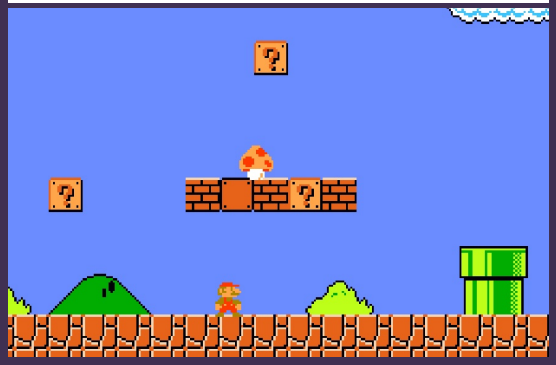

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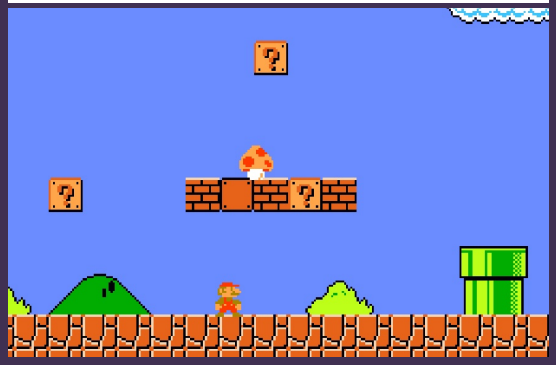

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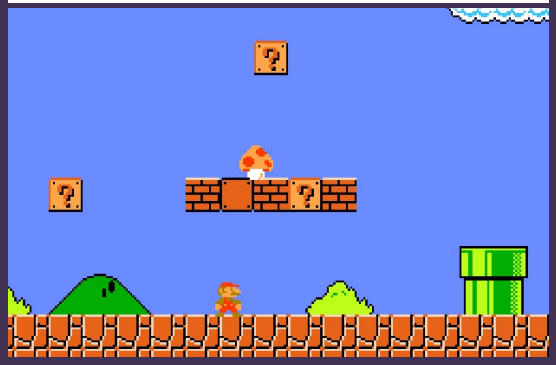

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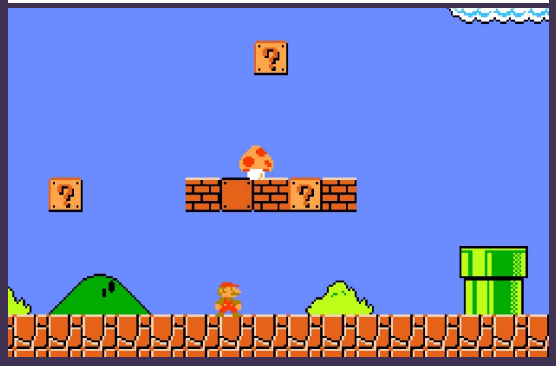

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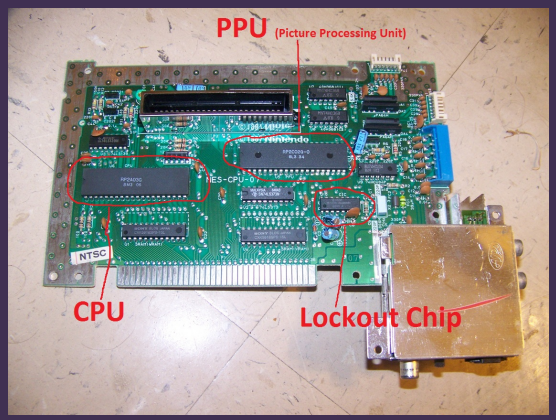

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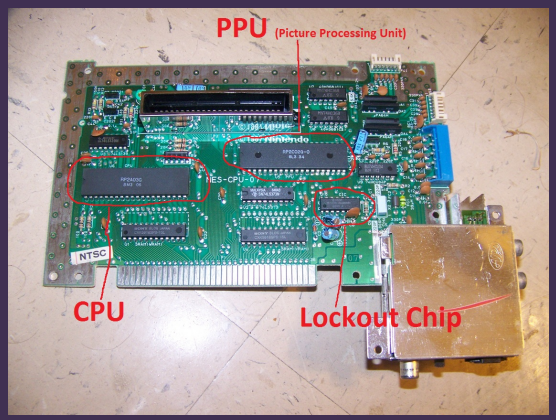

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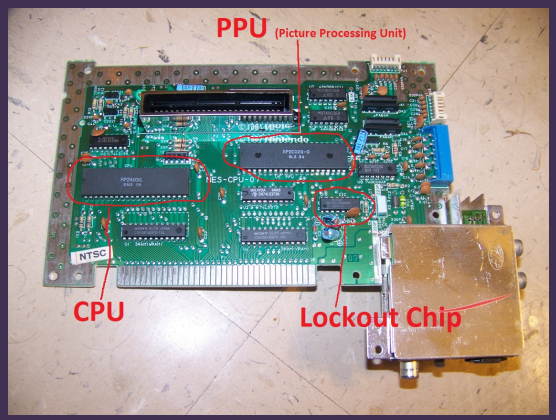

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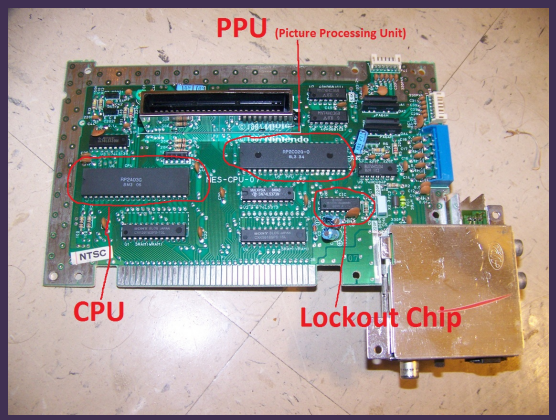

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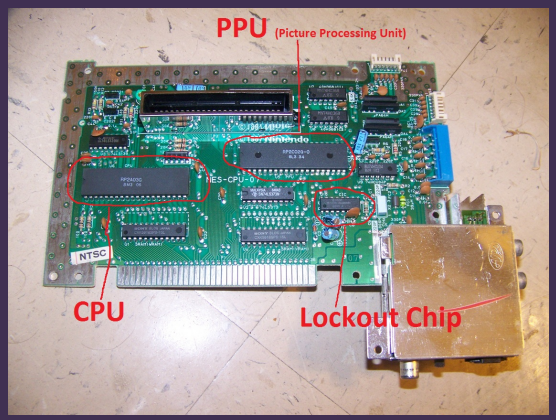

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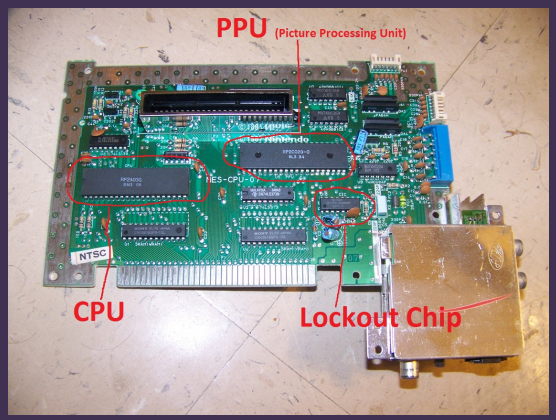

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  - Limitations on types of scrolling

https://wiki.nesdev.com/w/index.php/Limitations

Examples of NES games

https://youtu.be/um-GMygsRg4

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De-makes

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"purposedly built as an interpretation of how the game may have been, were it conceived and produced during a previous hardware or software generation"

https://tvtropes.org/pmwiki/pmwiki.php/Main/VideogameDemake

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- Focus on gameplay, not graphics or content

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Developing for the NES

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- Timetabled workshops are mostly for **working on your projects** and getting **support** (although there will also be a bit of taught material)

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- Download `controller.zip`

Exercise

Modify `controller.asm` so that all of Mario moves left and right, not just the back of his head...