

TAP TAP REVOLUTION

TAP TAP REVOLUTION is a game that was inspired by DANCE DANCE REVOLUTION and its related Rhythm games that involve tapping on notes which fall from the screen. The premise of the game is simple – tap the arrows at the right time as they fall into their slots. The falling arrows are randomized to fall in an unpredictable order and time.

Upon launching the game, the player is greeted with a start screen. Pressing button key 1 on the De1soc will begin the game. Once the game starts, the score of player will increment if player successfully pressed the arrow key corresponding to each of the falling arrow at the time of alignment. Different arrows will have different directions and colours.

A countdown on the bottom of the screen shows how much time is left in the game. Program will review player's score/ amassed points in the end to classify performance.

*Note: Two main files have been included. The demo file for the project is **main_using_polling.c** included is an alternative file **main_using_interrupts.c** which contains all the interrupt code written for this project.*

Attribution Table

<u>Task</u>	<u>Harry Hu (1005022440)</u>	<u>Achu Mukundan (1004783843)</u>
Create Images (Design)	<u>X</u>	<u>X</u>
Load Image Data (C array)		<u>X</u>
Draw image graphics		<u>X</u>
Keyboard Input (PS/2)	<u>X</u>	
Control Mapping	<u>X</u>	
Interrupt Config		<u>X</u>
Scoring System	<u>X</u>	<u>X</u>
In-Game Timer	<u>X</u>	
Arrow Randomization		<u>X</u>
Arrow Animation		<u>X</u>
Start & End Screen Logic	<u>X</u>	