

Language Project Proposal

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What we're planning to do is to focus on different aspects of the language and how it interacts with the Commodore 64. Basically, we'll be selecting several topics like sound or graphics and then we will discuss how Basic is able to work these topics as well as how it handles the limitations of the hardware. The project will be well integrated with the paper. Each topic we do focus on will have a section in the paper and the code we produce will be displayed inside those sections as pictures. We plan on doing six topics, these being graphics, sound, hardware, input/output, discussion on how most of the commands work within the language and we also discuss the limitations of the language, for example, we'll be comparing some functions in modern languages and if it can be done in Basic and how hard it is to do in Vasic. Depending on how things go, we may add or reduce the topics depending on how much we are able to gather on each topic. If we are able to do all the research for the paper, and we have time left we will make a program that combines the topics we researched for the paper. The current idea is to combine the graphics and sound and make a program that will display a sprite, move it around the screen and play music. In order to do this project will be using the emulator called VICE in order to emulate the Commodore 64 and we'll be using CBM prg Studio in order to write our code. It's basically a windows based programming environment for Basic that will allow us to easily write our code and will export the code we write into a format that is readable by the emulator.

Rough Schedule:

Week 1: Work with the software to familiarize ourselves with it

Week 2: Start researching the topics we chose for the paper.

Week 3: Continue researching and working on the paper

Week 4: If research went well then start making the small game otherwise continue to finish up the paper as described above.