

Homework 4 –RAM, Tile Graphics and Sprite Generation

Assignment (150):

Perform the following tasks and submit homework to doug@sidechannel.net. Zip all files into a single file named <lastname>-hw04.zip. Strive to keep final zip file as small as possible. (Don't send multi-MB pics – shrink/reduce size to something reasonable.)

1. (50) Read chapter 14 on different RAM styles (synchronous vs asynchronous, tristate, etc.) and recreate the animation for the “RAM Text Display” example.
2. (50) Read chapter 17 and recreate the “Sprite Bitmaps” example with a car positioned near the center of the screen.
3. (50) Read chapter 18 and recreate the “Sprite Rendering” example that uses the FSM-based renderer module. Use the key buttons to move the car around the screen.

Notes:

- I've supplied my projects for both the digits and bouncing ball. Please use them as starting points for the problems above.