

# CS 2261 Homework

## 01: Looping Animation

### Instructions

In this homework, you will be making a simple frame-by-frame animation in Mode 3. This may be as simple as extending your Lab01 submission to have the triangles move and change colors, or as complex and original as your heart desires. The following requirements must be met:

- There must be at least 3 distinct frames of animation
- The code must be structured (not a bunch of `setPixel` calls in `main`)
- The animation must loop forever
- The `delay` function must be used
- There may only be a *minimal* amount of flicker

Consider writing a separate function to hard code every frame and calling these functions in an endless loop. Or, write a procedural animation that resets itself (harder but definitely allowed) so that it also looks like it loops. Either is fine, and it's up to you how you want to organize your code. As always, impress us.

### Tips

- If you are having trouble with flicker, try drawing fewer pixels per frame (don't draw a pixel unless you really need to).
- If you need help getting started, drawing out a few frames on a 240x160 canvas in a simple paint editor or on graph paper may help.

## **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 Canvas. Name your submission HW01\_FirstnameLastname, for example: "HW01\_VictorKulak.zip".