Code

Rocket Crash – Thomas Oliver Kimble

graphics_main.c

- Main engine configurations
- Background configurations
- Background functions (clear, fill, tiles...)
- Sprite configurations and updates

graphics_sub.c

- Sub engine configurations
- Background configurations
- Background functions (clear, fill, tiles…)

game.c

- Game initialisation
- Game states (menu, play, pause, over, stats)
- Key controls (menu, play, pause, over, stats)
- Game functions
- Timer initialisations
- Interrupt service routines
- Helper functions

storage.c

- Read highscores
- Write highscores
- Update highscores