

COMP 206 - COMPUTER ARCHITECTURE SEMESTER PROJECT PROPOSAL

MIPS Racer

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It is planned that the Traffic Racer game, one of the recently released games as shown in Figure 1, will be redesigned with the MIPS code under the name Racer. One of the examples is shown in Figure 2. A map will be designed for the game and it has been planned that our vehicle will collect points by escaping from obstacles on the map. The game will be endless. The proposed features for the game include the following:

- Game will run on a vertical canvas.
- There will be a scoring system based on the time reached[3].
- There will be obstacles like other cars, boxes, traffic barges[4].
- There will be a life system.
- There will be lootable items such as lives, score boost etc.
- There will be a main menu, and a game over menu.



Figure 1.Traffic Racer 3D [1].

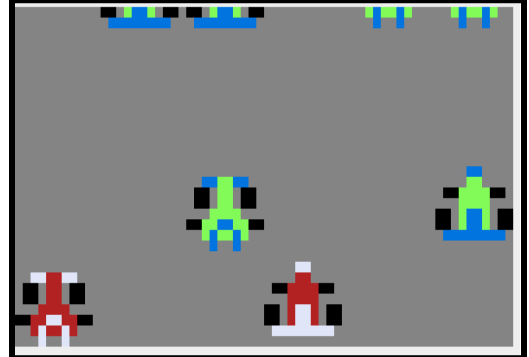


Figure 2.Mips Speed Racer in MARS [2].

REFERENCES

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- [2] pHgon, "GitHub - pHgon/MIPS_SPEED_RACER: Game: Mips Speed Racer in MARS 4_5 Assembly Simulator," *GitHub*, 2023. [Online]. Available: https://github.com/pHgon/MIPS_SPEED_RACER.
- [3] "Traffic Racer Is The Street Racing App We Can't Stop Playing," *Car Throttle*, 2014. [Online]. Available: <https://www.carthrottle.com/post/why-we-cant-stop-playing-this-endless-racing-app-hint-road-rage/>.
- [4] "Pole Position (video game) Facts for Kids," *Kiddle.co*, 2022. [Online]. Available: [https://kids.kiddle.co/Pole_Position_\(video_game\)](https://kids.kiddle.co/Pole_Position_(video_game)).