

University of Puerto Rico at Mayaguez

CIIC 4082: Computer Architecture II

Professor: Juan Felipe Patarroyo Montenegro

Labyrinth Game

By: Angel G. Gonzalez López

Edjoel Colon Noguerras

April 1, 2024

Video Links

Task 1: Static Sprite and Background Pattern Definition and Rendering

<https://youtu.be/Dlgn6et71Z4?si=Fy6kPWLnVxspDRpy>

Task 2: Sprite Animation

<https://youtu.be/T7EqLpoK9W8?si=UB1-eaMlPmZrkZl->

Task 3: Controlling the Character

<https://youtu.be/SLDfW8k2G5k?si=R7kLLgUls6YZLP8F>

GitHub Link

<https://github.com/angelpr333/Arqui-2-NES-Project>