

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 Lab02 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

Because of the looping requirement, your animation may not be procedural (like the bouncing ball “animation” from lecture and recitation). Rather, a separate function must be called to draw each frame. Whether your animation is complex enough to need more organization than that is up to you. As always, impress us. This is a chance to show off those art skills.

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 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 T-Square. Name your submission HW01_FirstnameLastname, for example: “HW01_BaoDur.zip”.