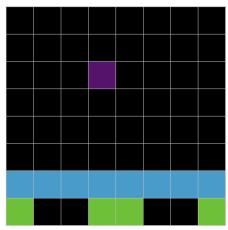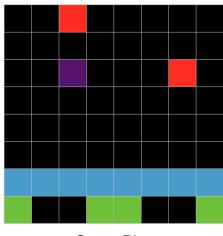Brent Uramoto
2:00 BDF

Meggy Game Proposal

For my final project, I want to program a game like Missile Command. This will be a real time game. I want red dots representing missiles to come from the top of the screen and slowly go towards the bottom dots. The bottom row will have three green dots to represent bases, and the second row will be filled with blue dots that represent interceptor rockets. The aimer dot will be violet. You win when the red dots stop coming. You lose when all of the green dots are destroyed.

I think that the hardest part of coding this game is telling which interceptor rocket to go to the aimer dot. There are multiple dots that can go in a straight line to the aimer dot. I think that I will need to call "If (ReadPx(aimerDotx,1)==Blue) {rocketLaunch(aimerDotx);" I will need to know how to make subroutines that you can inter values into and it will preform a task.
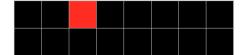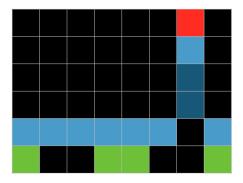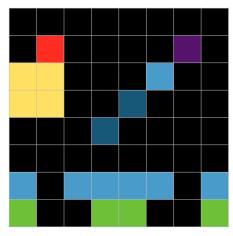
Table 1

Start of Game

Game Play

More Ideas

Loose