Street Fighter V Readme

The code was compiled using the dasm assembler for the course of project development. It has not been tested using any other assembler. Simply assemble the source or just load the .prg file and have fun!

The instructions and game details are outlined in a physical manual included in the submission.  
  
 The graphics were built around the concept of using custom character codes for drawing characters to screen. The screen bitmapping technique was not used for two primary reasons. First, our characters are large enough that animations and movement look fairly decent when moving over an entire cell in screen memory in one animation frame. Second, bitmapping two characters worth of screen would consume very close to 400 bytes of memory which we felt was quite precious.

What we overlooked was the complexity that would surface when it came time to implement multiplayer mode and character selection. Since characters are stored facing one way in memory, they need to be flipped depending on the side of the screen they belong to. The code for flipping a character to face the other direction, especially when not well considered beforehand, became complex and monstrous. Though we were able to accomplish flipping characters end for end, we ran out of space even after using a 3 kilobyte memory extension. This was ultimately the reason we weren’t able to achieve an implementation of multiplayer mode which we really thought would bring the game to life. The game was very nearly at the point where multiplayer could be implemented as the functions were built to be fairly extensible but we required roughly 300 bytes of memory for managing this mode and when it came to crunch time, we had to choose between polishing off what we had thus far, or pursuing the endeavor of optimizing and minimizing our code to a fairly significant degree in order to fit what we needed but facing the possibility of not achieving this feat at all. We also couldn’t justify using another memory extension for such a small amount of space.

Overall it was a very fun project but we’re perfectionists and our dreams for the outcome were a little more ambitious than what was actually accomplished. That said we hope you have fun in pursuing the title of Street Fighter Champion.