Test Cases

1. Routine that prints “Hello World” (done)
2. Routine that echos keyboard input to screen
3. Routine that draws a custom sprite to screen (done)
4. Routine that plays sounds (done)
5. Routine that allows sprite movement with user input (done – not a custom sprite but the same logic involved)
6. Routine that handles animation of sprite movement
7. Routine that checks for collisions between a movable sprite and some object
8. Routine that, upon collision, decrements health, plays a sound, and displays the scene.
9. Routine that plays custom well developed) sound tracks
10. Basic Game Loop Routine
    * Composed of the Draw, Input, Update routines
      + Draw the scene (according to game state), take user input, and update the state (all three repeatedly)
    * Draw Scene (and play corresponding sounds)
    * User input (to move sprite/change scene)
    * Update (use input to change state before next draw)
11. Routine that changes background color (done – part of movable ball test program)
12. Routine that tests animation of large custom sprites (walking done – will extend and optimize)
13. Routine that enables and handles interrupts (may need for music and sound effects)
14. Implement Multi-Color mode and test it on sprites
15. Develop a routine that draws a background scene to screen (have to design a background first).
16. Develop a routine that draws and controls the HUD (health, lives, score, etc)
17. Routine that implements basic opponent AI (blocks when you press attack button but only 60% of the time or moves towards the user’s character.

TODO – optimize all working test programs so the code is efficient

Note that we have to design some sort of background data

Ideally two binary maps

1 represents the bottom half of the screen, the floor

1 represents the top half, the scenery