Maker’s university – exercise number 1

## Important note: Before you start please copy the latest version of drivers from the GIT

<https://github.com/giltal/MakersPlatfrom>

1. Flappy Bird:
   1. Create a new project called FlappyBird
   2. Copy from the GIT the FlappyBird code
   3. Compile and make sure it is running on your platform
   4. Modify the game as you wish, the more the better (for example you can:)
      1. Add clouds and grass at the bottom
      2. Sounds
      3. Change what happens when you fail
      4. For the brave ones – Add two towers (walls)
2. Pacman demo (it is not the game just a moving Pacman 😊)
   1. Create a new project called PacmanDemo
   2. Copy from the GIT the ESP32\_MakersTemplate.ino code
   3. In the code comment - #define \_264K\_COLORS
   4. Un comment - #define \_8\_COLORS
   5. Compile and make sure it is running on your platform (use the joy stick to move the Pacman)
   6. Modify the code so the Pacman will move also on the Y-Axis
3. Optional:
   1. Convert the FlappyBird game to run in RGB666 mode

For all exercises use the **BMPconverter.exe** tool to generate the bitmap arrays. (look at the slides as how to or contact me for help)

I have placed the Pacman images in the Collaterals library (Only for X Axis 😊)