

CS/EE 120B

Custom Project: Monster Hunter (Side scroller)

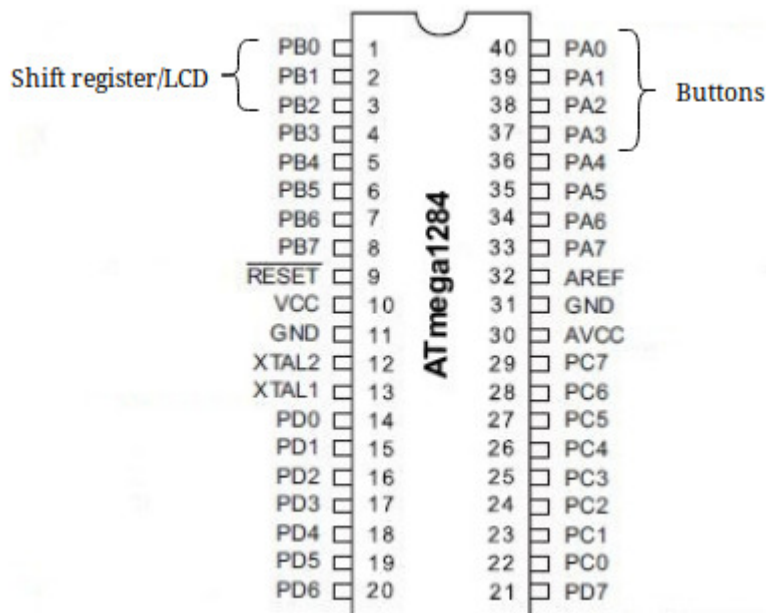
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Introduction

Monster Hunter is a single player side scrolling game played on a 16x2 LCD screen. The player controls a character which shoots at oncoming monsters and saves friendly non-player characters (NPC) by ducking out of their way as they are running for their lives. The objective is to shoot as many monsters as possible and to ensure each friendly NPC is saved. The player's score is determined by how many monsters are killed. Moreover, failure to save a friendly NPC will result in a one point deduction from the player's total score.

Components (Pin-out)

- **Inputs**
 - Shoot button
 - Duck button
 - Start/reset button
- **Outputs**
 - TI shift register into LCD screen



Complexities/Build-upons

1. Using a shift register to lessen the pin out of the LCD
2. Drawing custom characters on the LCD
3. Storing a high score in EEPROM
4. Game logic