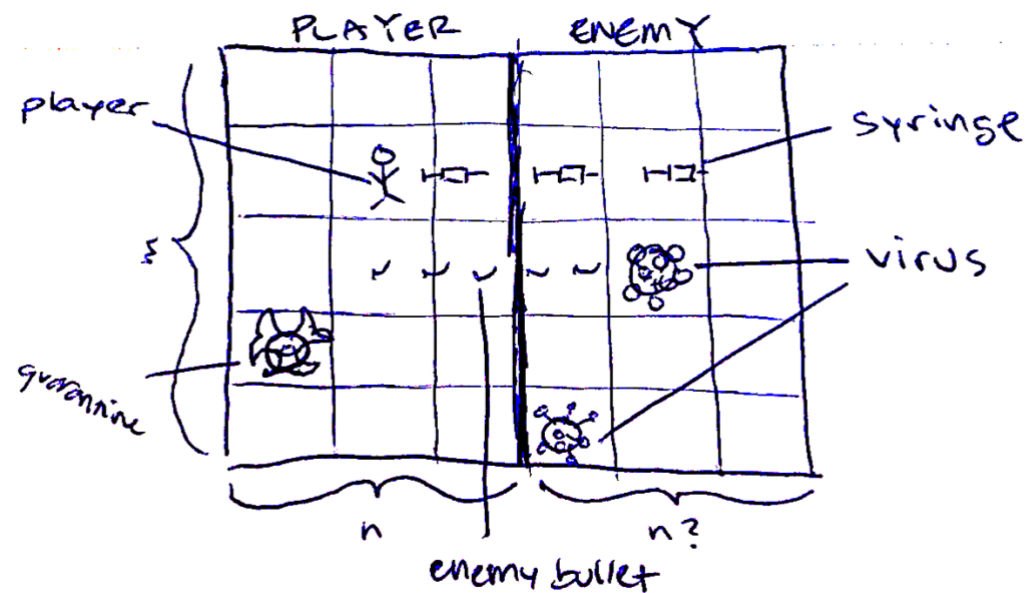


Title: Corona King

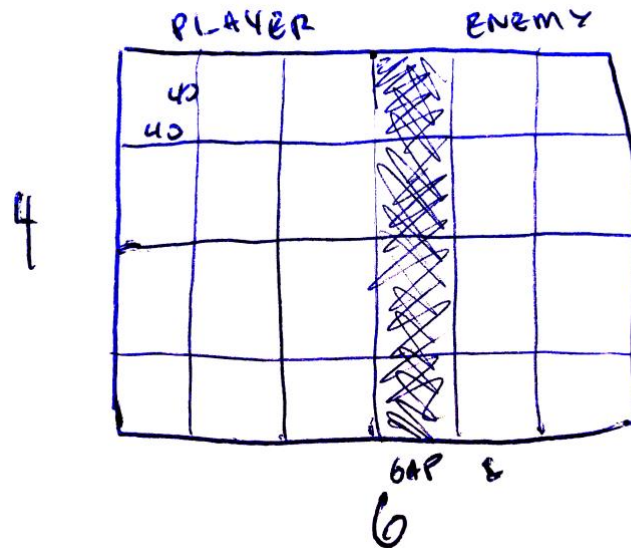
Description:

Corona King is a tile-based game where the screen is divided into two parts. The left side has some m by n tiled board that the player can move within using the arrow keys. On the right side, there is a similar board of m rows but possibly a different number of columns that contain the viruses. The player is able to shoot syringes horizontally to the right to attack the viruses. The enemies are able to shoot back similarly. On the player's side of the board, random tiles will go under quarantine for a split second. If the player is on one of these tiles when it goes quarantine, the player will take damage. Similarly, if the player is hit by a virus, it will take damage.



Technical Description:

I plan to make the background the tiles, each tile being 40x40px with 4x6 tiles on the screen. The 4th column will be a gap to differentiate between the player and the enemy and show the player can't cross to the enemy.



I will make my sprites 32x32px. I expect that my sprites will be player, syringe (8x8), virus, virus bullet (8x8), and quarantine. I plan to make animations these. Will do 16 color at 4bpp.

Player: 32x32 at 4bpp is 512 bytes

Syringe: 8x8 at 4bpp is 32 bytes

Virus: 32x32 at 4bpp is 512 bytes

Virus Bullet: 8x8 at 4bpp is 32 bytes

Quarantine: 32x32 at 4bpp is 512 bytes

Total: 1600 bytes * 3 for animation * 4 for directionality = 19200 bytes < sprite memory