

CS 2261 Milestone 04: Beta

Instructions

For this Milestone, you will be getting the rest of the project implemented, lacking only the amount of polish that can be accomplished in a single weekend. **Especially now**, I would highly recommend saving this Milestone separately so that you have something to revert to if there are strange problems in this last leg of the race. If, for any reason, you fail to submit the Final Project on time, the submission for this Milestone will be graded as and presented as the final.

For this Milestone, **you will focus on sound and art**. The cheat can be saved for the Final Project submission, but you are welcome to get that implemented now as well.

Part 1: Backgrounds

Every state of the game must have its own background. This doesn't differ from before, except that now it's time to add in the final, artistic versions (remember, you aren't graded for artistic ability, but you are graded for effort. Usenti-text labeled screens aren't as good as, say, drawings or MS Word Art style state screens). **Your instructions state must have all the instructions needed to play the game**; the player shouldn't need someone to explain the game to them before opening it. **At least one state** (usually, the game state) **must have the background requirement met**. You may not use any background that has been used in a lab before.

Part 2: Sprites

All sprites must have artwork that is not just a blank square or placeholder from previous Milestones (if your game requires it to be only a blank square, let us know ahead of time, but I doubt this will be the case for anyone). There must be at least two animated sprites. You may not use any sprite art that has been used in a lab before (meaning, you may not use the same pikachu that we have used).

Part 3: Sounds

You must have at least two sounds, one of which must loop. You may not use any of the sounds that were used in the sound lab.

You can of course keep working on gameplay at this point, but it should have been

almost entirely completed with M03. Remember, finishing touches on art, sound, and gameplay can be saved for after this Milestone, but **keep in mind after this Milestone, you will only have one week to finish your final project.**

Again, at the top of your main.c file, include a comment block that explains the following: what is finished about the game so far, what still needs to be added, any bugs that you have found, and, for our sake, how to play the game in its current state (and see anything you want us to see).

Project Final Requirements Reminder

As a reminder, the requirements for the final milestone of the final project are as follows:

- At least 2 animated sprites
 - “animated” means **three or more frames** of a looping animation
- **One** of the two following background requirements are implemented (*you do not need to implement both*)
 1. two backgrounds that move/scroll **independently** (hint: try parallax movement)
 2. one XL background (**greater** than 512 for width **OR** height)
 - a. Note: there is no BG_SIZE_XL macro - You’ll need to cleverly implement a workaround
- The following states: Start, Instructions, Game, Pause
 - game state **must be implemented in mode 0**
 - you may (but are not required to) use modes for other states (ask your TAs for tips if you’re confused)
- A Win and/or Lose state as applicable
 - you must have at least one or the other
 - you must be able to restart the game from this end state without re-running your .gba file
- At least two sounds that can play simultaneously
 - one must be looping
 - one must not loop
- A cheat to make the game easier
 - not just skipping to the win state; not just an “invincible” mode. It must meaningfully change existing mechanics or introduce an entirely new one--

please be *creative* (and ask your TA for ideas / guidance)

- The ability to play the game correctly without being told how to do so ahead of time
 - aided only be the in-game instructions and menus
- Bug-free gameplay

Submission Instructions

Compress your entire project folder, including all source files, the Makefile, and everything produced during compilation (including the .gba file) into a single .zip file. Submit this .zip on T-Square. Name your submission M04_FirstnameLastname, for example: "M04_FrankOcean.zip".