

The Drifting Game

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April 08, 2020

1. Introduction

The Drifting Game is a game to test and improve the players' response-ability.

In order to start the game, the player needs to press the "space" button on a PS/2 keyboard (Figure 1). After that, the player can use "<--" and "-->" buttons to move the car to the left or to the right correspondingly. The player needs to avoid randomly generated obstacles (bricks and bombs). The speed of obstacles/game difficulty will increase as time. There are 3 lives in each round and health values are displayed at the left-top corner of the screen. If the car is hit by the obstacles three times, the game is over and the game-over interface will be displayed. During the game, the current score and the highest score will be displayed at the top-right corner of the screen (Figure 2). To restart the game, the player can press the "space" key (Figure 3).



Figure 1: A welcome page and how to play.



Figure 2: Life values, highest scores, and current scores.



Figure 3: Game-over page.

2. Attribution Table

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<ul style="list-style-type: none">- Game logic- VGA display	<ul style="list-style-type: none">- Game logic- Interrupt and signal control
50%	50%