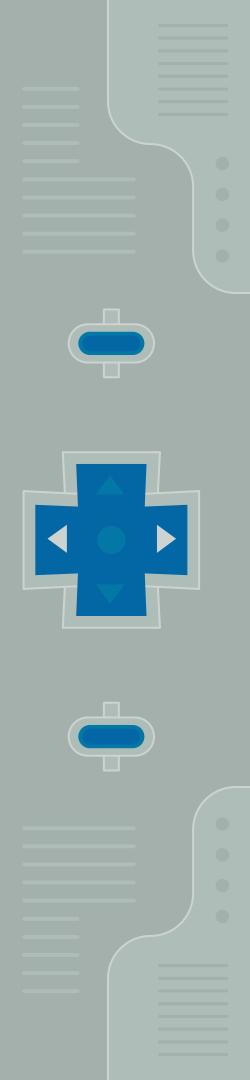


03

Atari 2600: Workshop

The O.G. Game Console....well... one of them...





160

80





Let's add Sprite Movement

joy0 and joy1 have
right/left/up/down events

```
1           x=50          53      drawscreen
2           y=50          54
3
4
5   main
6   COLUBK=$02          55      if joy0right then x= x+1
7   COLUP0=$28          56      if joy0left then x=x-1
8
9   player0x=x          57      if joy0up then y=y-1
10  player0y=y          58      if joy0down then y=y+1
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61      goto main
```



Emulator 7.0: "03_playerspriteanim.bas"

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11
```



000000

ACTION



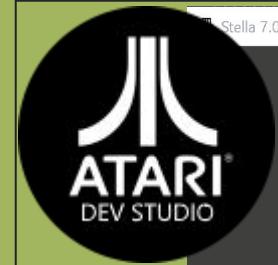
Change Directions

REFP0 - "reflect player0"

REFP1 - "reflect player1"

Value	Effect
0	do not reflect
8	reflect

```
if joy0right then x= x+1  
if joy0left then x=x-1 : REFP0=8  
if joy0up then y=y-1  
if joy0down then y=y+1
```



Stella 7.0: "05_playerreflect.bas"

```
if joy0r:  
if joy0l:  
if joy0up:  
if joy0do:
```



000000

ACTION



ACTION

Create an animated player1 sprite that moves with the keyboard

- What keys are bound in Stella to player1?



Collisions!



```
if collision(player0,player1) then c = c+1 else c = $28  
  
drawscreen
```

```
x=50  
y=50  
c=$28  
  
main  
COLUBK=$02  
COLUP0=c  
COLUP1=$28  
  
player0x=x  
player0y=y  
  
player1x=100  
player1y=50
```

ACTION



Missiles!

```
NUSIZE0 = $30  
missile0height=1  
missile0x = 100  
missile0y = 50
```

2 missiles, 0/1
1 ball

ballx, bally
ballheight

```
if m = 1 then missile0x = 0: missile0y = 0: d=1  
if m = 2 then missile0x = player0x+4+d : missile0y = player0y-8  
d = d+ 1  
if d > 99 then d = 0:m=1 ; limiter for missile
```

```
if collision(missile0, player1) then score = score + 1
```

```
if missile0x > 150 then d=0: m=1 |
```



Collisions!

Stella 7.0: "07_missiles.bas"

```
if m =  
if m =  
d = d+  
if d >  
  
if col  
  
if mis
```



ACTION