

TUNNEL

VISION

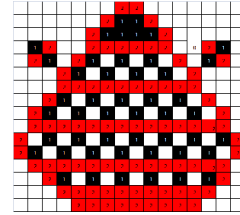


>>START

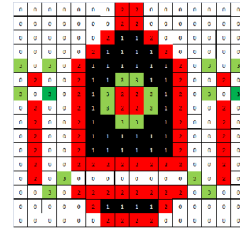
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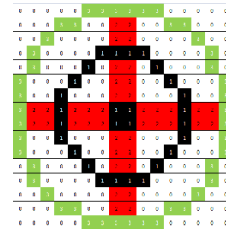
Erik Rhodes



Bhavana Dhulipala



Rohan Deshpande



Nikhil Patil

Project Description

Gameplay

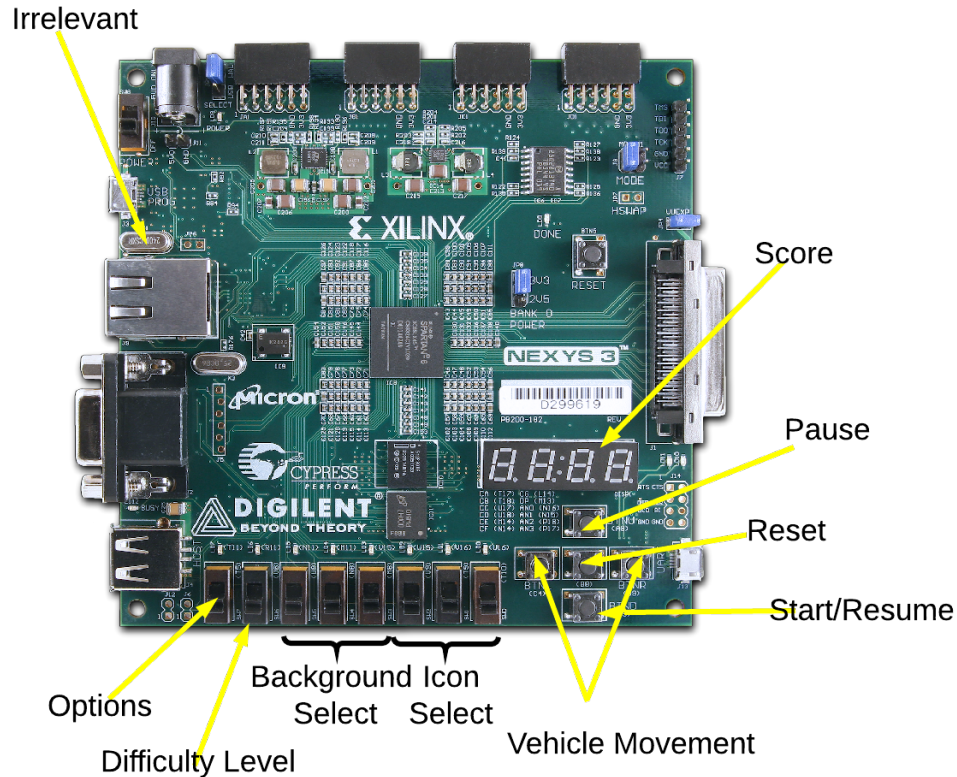
- Move vehicle left and right
- Avoid hitting tunnel walls or obstacles
- Tunnel width steadily decreases
- Score displayed

Features

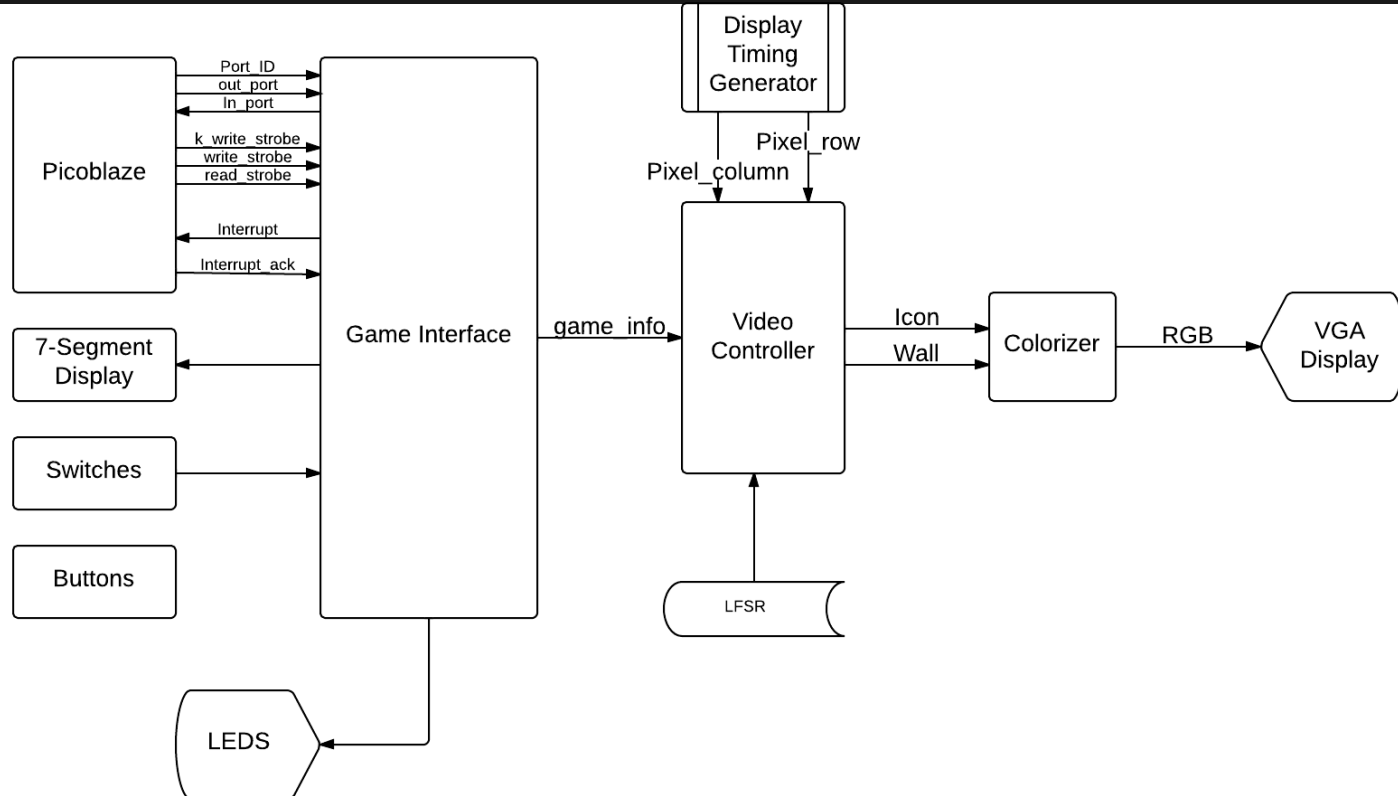
User options

- Vehicle
- Difficulty Level
- Random course
- Pause/Resume button

Controls



Implementation



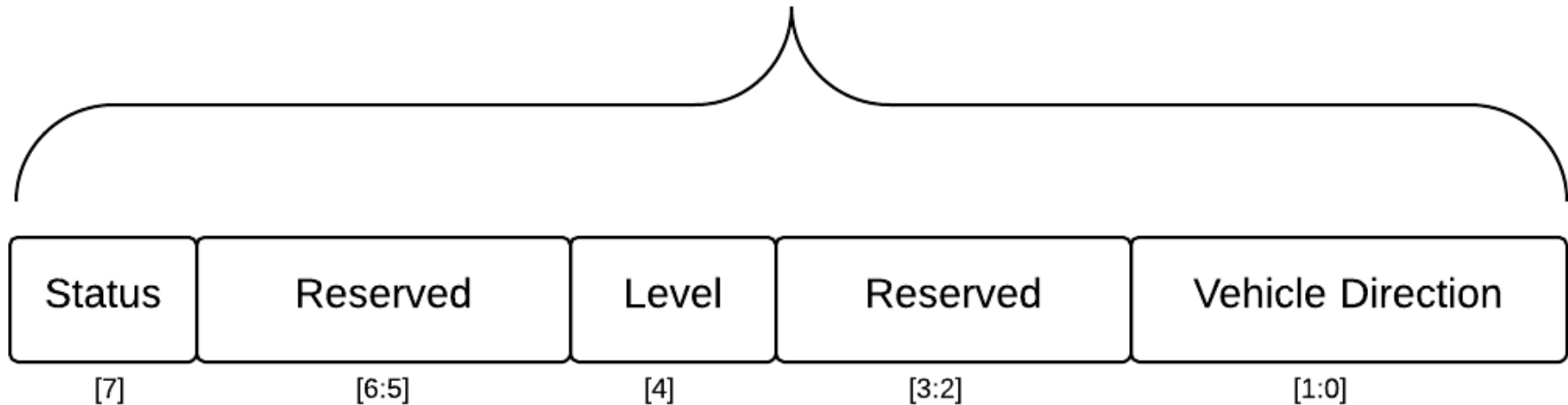
Implementation

Game Logic (Picoblaze)

- Buttons
- Scorekeeping
- Pause/Resume
- Difficulty Level
- Game Info Register

Implementation

Game Info Register



Implementation

Graphics

- Splash Screens
- Icons
- Background
- Obstacles and collision detection

Obstacles

- Background/Icon generation
- Collision Detection
- Timing

Obstacles



Results

Demo

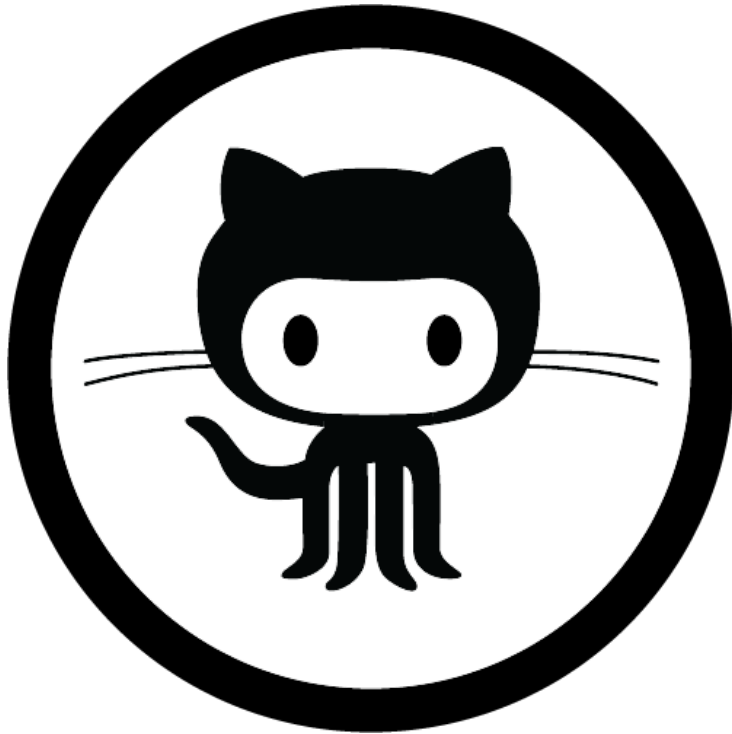
High Scores

| | <u>Name</u> | <u>Score</u> |
|----|-------------|--------------|
| 1. | Erik | 476 |
| 2. | Rohan | 322 |
| 3. | Bhavana | 321 |
| 4. | Nikhil | 9 |

Future Work

- Themes
- More graphics
- Soundtrack
- NES controller
- iPhone version

Source Control



GAME



OVER

Sources

- <http://cdn-static.zdnet.com/i/story/70/00/012348/will-90-of-users-always-hate-windows-8.jpg>
- <http://thumbs.dreamstime.com/z/silver-spaceship-white-background-35753847.jpg>
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- These slides are viewable at <http://goo.gl/dQxADt>