

World's Hardest Game

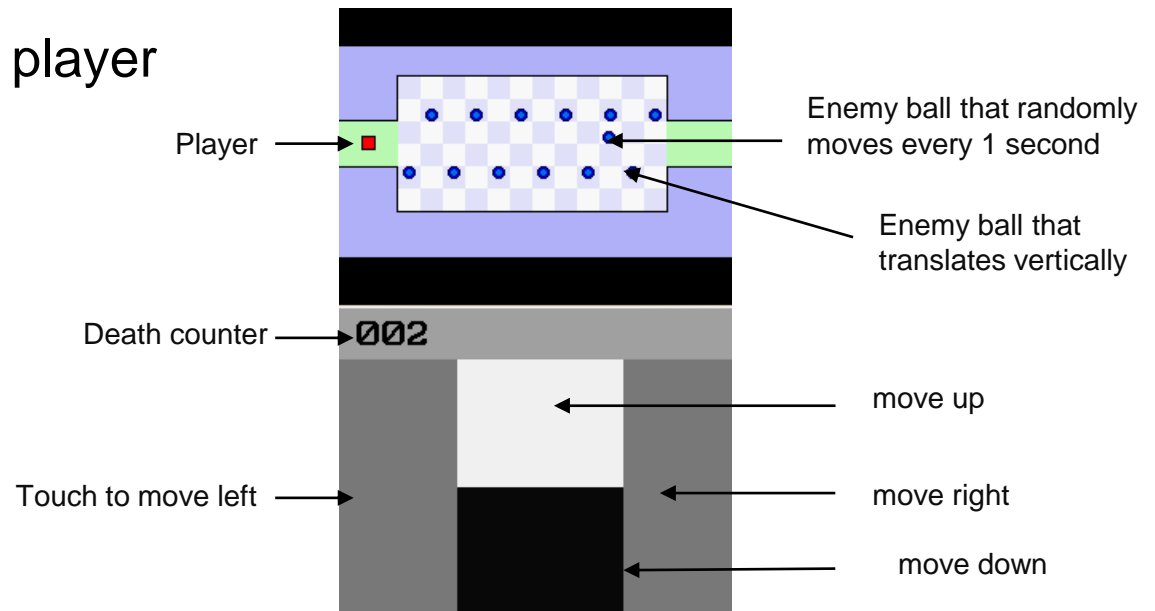
(game it was inspired from, [LINK](#))

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Systèmes Embarqués Microprogrammés

■ How to play :

- Red square : The player
- Blue balls : The enemy
- Try to get to get to other side of the map without touching the blue balls
- Arrow keys : move player
- Touch pad :



■ ARM Processors

- ARM 9 : handles , the screens, the arrow keys, sends IPC messages to arm 7 to handle audio
- ARM 7 : handles audio & touchscreen

■ Timers / Interrupts

- Interrupts : Vblank interrupt used to handle input and to trigger refresh sprites on screen
- Timers : Count down timer that changes the position of an enemy randomly every second

■ Graphics

- Main screen : mode 0 background 3 in tiled mode
- Sub screen : mode 5 BG1 and BG2 both in tiled mode

■ Keypad

- Arrow keys used to move player up down left right

- **Touchscreen**

- Used as alternative to arrow keys, used to control top bottom left right movement

- **Sound**

- Background music playing continuously, and a punch sound effect when player hits moving blue ball , second punch sound effect if player touches the static (position randomly changes) blueball

- **Secondary Storage (optional)**

- Not implemented

- **WiFi (optional)**

- Not implemented

- **Sprites (optional)**

- Player red square and enemy blue balls are sprites, all are moving during 4 game play

NDS project screenshot

