

CS1372 Summer 2009 Homework 6: Sprites

This Assignment is due via T-Square Sunday, June 28 at 11:55pm

Purpose

This assignment is to make sure you have an understanding of bitwise operations and structures.

Instructions

For this homework, you have two options: the first is to modify one of your previous homeworks to use sprites for all moving elements. Specifically, the sprites must move and be at some point be enabled and disabled throughout the game. Further, your sprite should have a side that always faces in the direction of motion.

Alternatively, you may write a simple “game” that includes the following:

1. A tile background.
2. At least two sprites.
3. At least one of the sprites must move with the user’s input. This sprite should have a side that always faces in the direction of motion.
4. At least one of the must be hideable by pressing a button. Holding this button should not cause the sprite to flash on and off.

Submit all C files, header files, and your makefile on T-Square. In addition, be sure that all code files are .c files and not .cpp files. If you use .cpp, the compiler does not enforce proper C syntax.

As before, include the following in the top of your main file:

```
//////////////////////////////////////
// Name:                                     //
// Prism Account:                           //
// Collaboration:                           //
//   "I worked on the homework assignment alone, using only //
//   course materials."                     //
//           or                             //
//   "I received outside aid on this assigned from the following //
//   person(s):                             //
//////////////////////////////////////
```