CS 212
GBA Assignment 4: Using Tiled Backgrounds

Assignment

The purpose of this assignment is for you to demonstrate your knowledge of using tiled backgrounds and get a little experience in making your own sprites.

We want you to make a map using the provided tileset that represents an area at least twice the width and twice the height of the screen. You will also make a *hero* sprite that moves around within that map. The orientation can be any way you like (think Zelda or Mario).

Please make sure your code compiles and runs. Please don't implement any additional features until each of the required features works properly. Also, we would like to see appropriate commenting. We may want to look at your code with the class, and it would be nice if we could tell what it does.

Requirements

- Hero is not static on the screen.

- Map is at least twice the width and twice the height of the screen

- Some tiles are barriers for the hero. If oriented in Mario style, obstacles restrict running, jumping, and you can stand on them. If implemented Zelda style, you have to walk around them.

- Make the behavior of the non-game completely predictable. For example, when the hero gets to the edge of the map, either have a wall there so he can't proceed, or have the map loop around.

A Hint

Because your map must represent an area much larger than the size of the screen, the screen base block alone will not suffice to store all your tiles. Store your map elsewhere, and as the map scrolls, copy the tiles you will need to display onto the screen base block.

Submission

Send your assignment via email to all the GBA TAs.

Good luck! If you need any help, please feel free to contact a TA.