
Space Combat II

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- A side scrolling space shooter.
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Specification

Resolution: 640*480

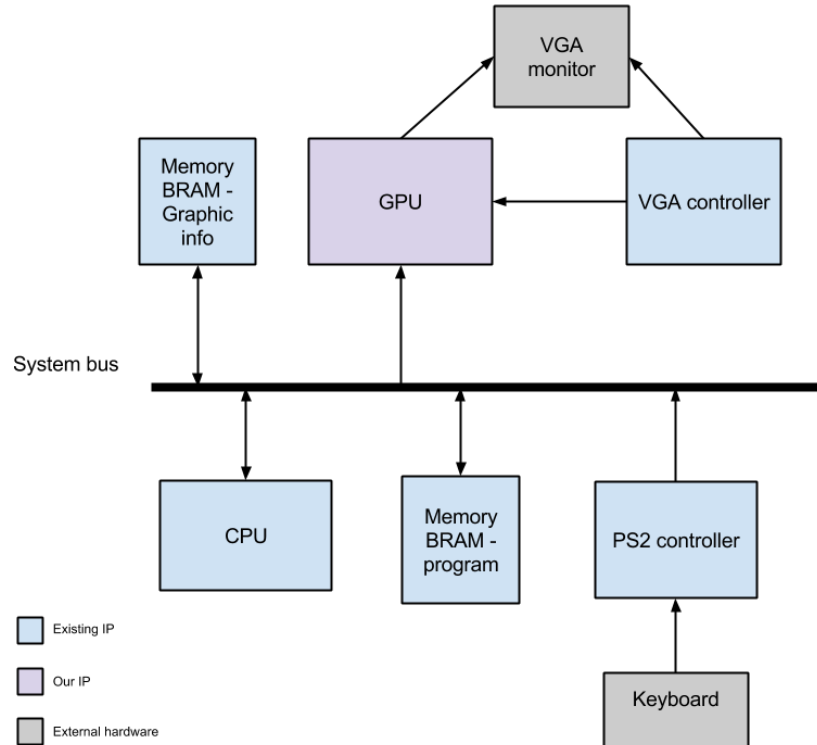
HW:

- Graphics controller (VGA)
- Keyboard controller

SW:

- Game implementation
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Block diagram



Limitations

- Two-direction movements
- No animations (to start with)

Improvements (if time allows)

- Sound
 - Levels
 - More complex enemies
 - Improved control
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Timeplan

week 1: Project planning

week 2: Design and project proposal

week 3: Implement CPU and memory

week 4: Implement graphics

week 5: Graphics cont. and keyboard controller

week 6: Integrate CPU and graphic

week 7: Debug + presentation

week 8: Report
