

COSC 438 – Fall 2017

Miniproject #1

Task: Get some experience using PICO-8 by copying a classic platformer.

For this miniproject, you and your group will use PICO-8 to recreate the first level of a classic platformer like Super Mario Bros. or Contra. There are some restrictions to make this a bit easier given the time restraint:

- * You do not need to implement sublevels (like the pipe warps in Mario).
- * You do not need to do any sound work.
- * You do not need to implement any enemies.
- * You do not need to implement any scoring systems, but you still need to implement whatever life mechanic is part of the game.

Otherwise, all other aspects of the level must be implemented (power-ups, interactive elements, etc.). There are some issues with the resolution of the PICO-8 vs classic console resolutions, so do your best to handle those in whatever way you see fit.

Turn in your resulting p8 file via Blackboard by 9/27, 11:59pm.