

# COSC 438 – Fall 2019

## 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 a single 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 “power-up” transitions (like the fire flower in Mario).
- \* 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 (animation, power-ups appearing, interactive elements, etc.). There are some issues with the resolution and colors of the PICO-8 vs classic console resolutions and color, so do your best to handle those in whatever way you see fit.

Learning targets: sprite handling, movement, animation, collision

Turn in your resulting p8 file via Blackboard by 9/23, 11:59pm.