

Small Computer Embedded Tetris
EE/CS 356 Project 6

DUE 11-28-18

For project 6 your task is to recreate the video game "Cavern Runner". You will be using the G400 development platform by GHI Electronics. This platform runs TinyCLR an embedded OS that can be programmed to run C# applications. The Platform includes buttons, LCD, and an easy interface to a PC that can be used for programming and debugging.

You will design a game that will allow a payer to guide an airplane through a cavern. The cavern should be dynamically created using a random number generator. As the plane flies through the cavern the user must avoid running into the walls of the cavern. The game should continue until the user runs into the wall.

Minimum implementation:

Your Game should allow the user to play the game as explained above. When the player runs into the wall you should display his score and announce if he has set a new high score.

Additions:

Sound

Multiple Payer mode

Spiders (Shooting)

Multi Player

High Score Table

Variable speed (levels)