Assignment 2: Hello TIC-80!

DUE Feb 2nd by lab

We haven't assigned lab partners yet, so on your own please complete the following tasks by next lab:

1. Write about one TIC-80 game that caught your eye (https://tic80.com/play); address as many of the what/who/when/how/why questions as possible, but also:
   - how does it use graphics? (e.g., sprites? text? other graphics primitives?)
   - how does it use sound? (e.g, what kind and for what purpose?)
   - how do the controls work?
   - what is your favorite thing about the game?
2. [**mini-make/hack**] Create something of your own using TIC-80. You can modify `10-PRINT` or `SNAKE`, or create something new from scratch. Think weird. But also think small—this is a one-week lab. Reflect on what you were trying to do with your creation and how much you were able to achieve.
   - **Use `F8` to grab a screenshot and `F9` for a video (includes these in your report).**

1 Learning Objectives

- Explore TIC-80
- Get to know the TIC-80 docs & tutorials
- Think and write critically about gaming platforms

2 Deliverable

Submit your answers on GitHub as a markdown document named `README.md`. It does not have to be very long, but should be written in paragraphs, not as a bulleted list of responses to the questions of interest above. Be sure to cite where you found your information. You should also include your TIC-80 creation as a collection of HTML files in the github project.

```
unix:~$ cd tic80-2
unix:~$ tic80 --fs .
tic-80:~$ save platform.lua
tic-80:~$ export html platform.zip
unix:~$ unzip platform.zip -d game
```