

# CS 91S: Games Systems

## Make Project

**DUE May 5th at 11:59 PM**

You will develop your own 8-bit game for the final project. You can use TIC-80, NES, or the VCS. You can work alone or with a partner. You can create an original game, or mash-up existing games, but your game should be more than simply a remake; be creative!

One of the key outcomes of this assignment is to reflect on the design of the game from a software point of view. Use some of the game programming patterns we covered in class.

### 1 Learning Objectives

- develop a novel video game;
- more practice with Lua (C or 6502-ASM);
- employ programming patterns;
- think and write critically about games.

### 2 Deliverable

Submit your make study on GitHub (preferably as a markdown document, but if not, as a PDF), specifically reflecting on the design of your game and which patterns you employed (or tried to employ). Your TIC-80 game should be exported to HTML like we did in the earlier TIC-80 assignment. Your write-up should be clear and look nice. You will present your work during the final exam period.