

## CS 91S: Games Systems

# Remake Project

Due ~~February 26, 2023~~ March 12th at 11:59PM

You and your partner will study a classic arcade/early-computer/atari game by remaking it in TIC-80. You do not have to recreate every aspect of the original game, but your remake should capture the essence of the original game. Be mindful of taking advantage of TIC-80's affordances, in other words, what aspects of the original game does TIC-80 make it easy to recreate.

You can choose whatever game you'd like, but the more obscure the better. Moreover, you are prohibited from doing Pong, Snake or Breakout (however classic those games might be, they've been remade to death!).

### Goals

1. understand what makes the original game special;
2. create a **working** reimagination of the game on TIC-80;
3. write about the original and your remake.

### Learning Objectives

- Distill a classic game to its essence
- Write a game in Lua (or C/C++/JavaScript)
- Think and write critically about games

### Deliverable

Submit your remake study on GitHub (preferably as a **markdown** document, but if not, as a PDF). Your TIC-80 game should be exported to HTML like we did in the earlier TIC-80 assignment. Your writeup should be clear and look nice. You will present your work during the lab period.