CS 91S: Games Systems

TIC-80 Micro Platform Study

Due January 27, 2023 at 11:59PM

You and your partner will conduct a small-scale platform study of TIC-80. Your platform study should address the following aspects:

1. What is TIC-80?
2. When was TIC-80 created? How many versions since?
3. Who created TIC-80? (a person, company, open source collective?)
4. Why was TIC-80 created?
5. How does TIC-80 work? (That is a BIG question, but what technologies, languages does it use?)
6. How does TIC-80 compare to similar projects?
7. 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?
   - what is one potential area of improvement?
8. **[mini-make/hack]** Create something of your own using TIC-80. You can modify an existing TIC-80 game (like `10-PRINT`) or create something new. Think weird. But also think small—this is a one-week lab. However, your game should be: interactive (i.e., responds to the player), graphical, and have some sound. Reflect on what you were trying to do with your creation and how much you were able to achieve.

Learning Objectives

- Explore TIC-80
- Think and write critically about gaming platforms

Deliverable

Submit your platform study on GitHub (preferably as a markdown document, but if not, as a PDF). It does not have to be very long, but it should be thorough. You should also include your TIC-80 creation as a collection of HTML files in the github project.

```
unix$ tic80
tic-80$ export html platform.zip
unix$ unzip ~/.local/share/com.nesbox.tic/TIC-80/platform.zip
```