

Lab 1: TIC-80 Micro Platform Study

DUE September 13th at 11:59 PM

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? When and why was TIC-80 created? Who created it?
2. How does TIC-80 compare to similar projects?
3. How does TIC-80 work? (That is a BIG question, but ...)
 - what technologies and languages does it use?
 - what are the capabilities of the hardware TIC-80 emulates?
 - **explain the seven segments of the lua project file** (created below by `save platform.lua`)
4. 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?
5. [**mini-make/remake/demake/hack**] Create something of your own using TIC-80. Modify `10-PRINT` or `SNAKE`, or create a `1D-game` from scratch. Think weird (check out Barr's `snakeisms`). But also think small—this is a one-week lab. Reflect on what you were trying to do and how much you achieved.
 - **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 platform study on GitHub as a [markdown](#) document named `writeup/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 tic80-1
unix:~$ tic80 --fs .
tic-80$ save platform.lua
tic-80$ load platform.lua
tic-80$ export html platform.zip
unix:~$ unzip platform.zip -d game
```